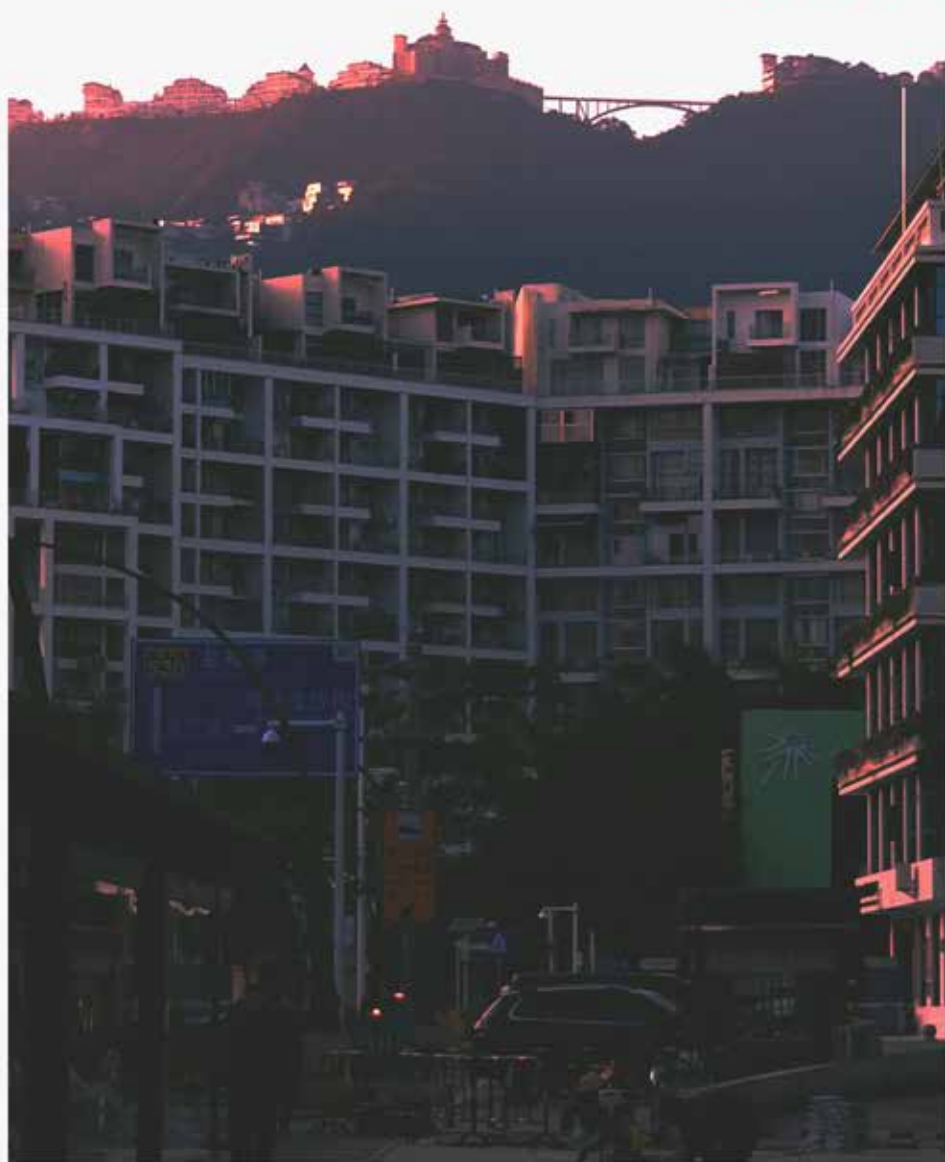


VISUAL SIGNALS

ビジュアル

ISSUE SIX







VISUAL SIGNALS

The Internet's Aesthetic 'zine
<http://visualsignals.xyz>

ISSUE 6

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SUPERLIMINAL INTERVIEW

TUNE INTO THESE SIGNALS

LOCAL AREA SIGNALWAVE

... AND SO MUCH MORE

Manga

日本の漫画 NEWS



1. "Blue Lock" de Kaneshiro Muneyuki, Nomura Yusuke gets cover spot of Weekly Shounen Magazine issue 38/2021 to celebrate the anime adaption announcement (above)

2. The search for the Rusted Sword and Shield begins in Pokémon: Sword & Shield in new manga starring your favorite starters from the region.

3. "Lupin the 3rd : Isekai no Himegimi" is announced as a Isekai manga by Monkey Punch. Drawn Keyaki Uchiuchi and written by Yousuke Saeki (of Mukashi Yuusha de Ima wa Hone).

4. "Furare Girl" by Tsutsumi Kakeru is on cover of the upcoming Hana to Yume issue 18/2021 as it celebrates 1 million copies!

5. "Saishu Heiki Kanojo" by Shin Takahashi has 3,5 million copies in circulation for the whole series.

6. Cover of "One Piece Magazine" vol 12 by Eiichirou Oda released (below)



7. 10th reprint for "Hachigatsu no Soda Mizu" by Shinya Komatsu is announced (below):



8. "Komi can't communicate" by Tomohito Oda has 5,5million copies (including digital) for vols 1-22 (next page top-left)



9. "Chihayafuru" vol 48 by Yuki Suetsugu will be out in Spring, 2022.

10. Light novel "Youhei to shousetsuka" by Minami Asovu will get a manga series in the upcoming Monthly Shounen Gangan issue 10/2021 out Sep 10, 2021

11. "Dragon Ball" by Akira Toriyama has 300 million copies sold worldwide.

12. Visual Signals gets rights to use manga Give My Regards to Black Jack in Issue 6.

13. "Moriarty The Patriot" vol 16 by Takeuchi Ryouosuke will be out December, 3.

14. "Naruto" creator Masashi Kishimoto illustrated the 11th "Dragon Ball" volume cover in the latest Saikyou Jump issue 9/2021 (below)

15. "Splatoon" manga adaptation by Sankichi Hinodeya has sold 2.4 million copies (vol 1 to 15)



16. "Uchi no shishou wa shippo ga nai" by TNSK will get a TV anime adaption: A cute story about a tanuki girl in Taisho era japan befriending a female rakugo artist

17. "Detective Conan" spin-off manga series "Detective Conan Police Academy Arc - Wild Police Story" will get tv anime adaptation.

18. Female police officer manga series "Police in a Pod" ("Hakozume") by Miko Yasu will get tv anime adaptation in 2022 by Madhouse studio.

19. Chiyu Mahō no Machigatta Tsukai-kata Isekai Comedy Fantasy Light Novel Gets Anime

20. "Tonari no Kaibutsu-kun" by Robico has sold 6.1 million copies for the entire series (below)

21. Tatsuki Fujimoto, the creator of Chainsaw Man, releases a free 140 page one-shot "LOOK BACK"



For more follow: @MangaMogura



Give My Regards to Black Jack

Shuho Sato

Ever since I was a kid I wanted to be part of the manga world; it's probably what drew me into Vaporwave and Future Funk as a genre. I loved being around people who love anime, drew anime, watched anime and everything in-between. So when I started Visual Signals, I knew I had a chance to print manga / anime through reviews and articles but never did I dream I'd be working with a real Mangaka.

I am extremely excited to share the first 15 pages of "Give My Regards to Black Jack" by Shuho Sato -- "An intense drama about the dark side of the medical world." If you like the manga you can support it or read the full series officially

@ <https://densho810.com/free/> I also want to give a huge shoutout to Shuho Sato, Takema and the team at Sato Manga Works for giving us the chance to print a preview of their manga in our zine. (Read left to right as you'd read a western book)

"EVERY YEAR,
8000 STUDENTS
GRADUATE FROM
THE 81 MEDICAL
UNIVERSITIES IN
THIS COUNTRY."

"8000..."



"AND, OF
THOSE 8000,
YOU ARE
THE TOP
EIGHTY!"





A painting of a large crowd of people, mostly men in suits, standing in a line or waiting area. The style is somewhat impressionistic with visible brushstrokes. A large white speech bubble is superimposed over the center of the image.

JAPAN'S
MEDICAL
FUTURE
RESTS IN
YOUR
HANDS!!

#1

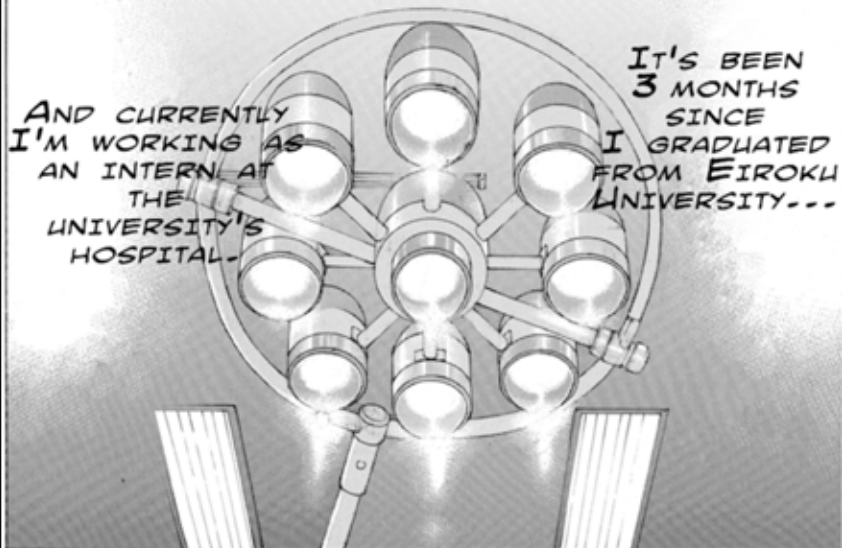
Night of the Intern



*Eiroku
University Hospital*









TO BECOME
A DOCTOR,
WE NEED TO
STUDY AT A
MEDICAL
UNIVERSITY
FOR
6 YEARS...

AND THEN
PASS THE
NATIONAL
MEDICAL
PRACTITIONERS
QUALIFYING
EXAMINATION.



INTERNS
ARE
BASICALLY
APPRENTICES.



THERE IS
NO
PRACTICAL
EXAM!

BUT THE
NATIONAL
MEDICAL
PRACTITIONERS
QUALIFYING
EXAMINATION
ONLY TESTS
MEDICAL
KNOWLEDGE.



WIDEN THE
INCISION,
SAITO.

YES,
SIR!



THAT'S WHY MOST
GRADUATES
SPEND THE NEXT
2 YEARS AS AN
INTERN AT
A UNIVERSITY
HOSPITAL.



ON AVERAGE,
INTERNS WORK ABOUT
16 HOURS A DAY.

MY MONTHLY SALARY IS
AN ASTOUNDING...

459 DOLLARS!!!



OBVIOUSLY
NO ONE COULD
LIVE OFF A
SALARY LIKE
THAT WITH
FOOD AND
RENT TO
PAY FOR.

PAY A LITTLE
MORE, BUT
ROUGHLY 70%
OF INTERNS AT
PRIVATE
UNIVERSITY
HOSPITALS
MAKE UNDER
\$1200 A MONTH.

THAT
DOESN'T
MEAN MY
HOSPITAL'S
TREATMENT
IS BAD.
IT SEEMS
PUBLIC
HOSPITALS!

So...



Sato Manga Works Ltd. hereby dictates the following terms for the use of its work "Give My Regards to Black Jack"

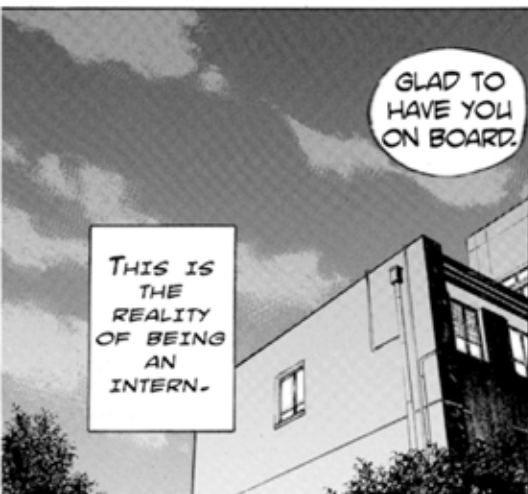


Seido Hospital

誠同病院



Sato Manga Works Ltd. hereby dictates the following terms for the use of its work "Give My Regards to Black Jack"

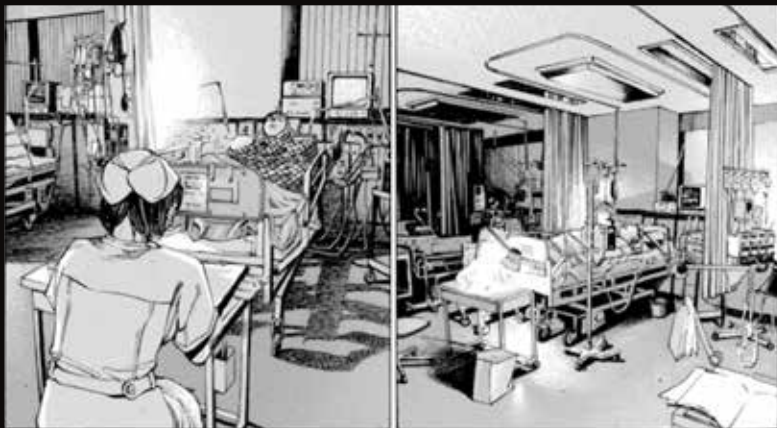


Sato Manga Works Ltd. hereby dictates the following terms for the use of its work "Give My Regards to Black Jack"



Sato Manga Works Ltd. hereby dictates the following terms for the use of its work "Give My Regards to Black Jack"





Sato Manga Works Ltd. hereby dictates the following terms for the use of its work "Give My Regards to Black Jack"



TO BE CONTINUED

Champion
メッセンジャーバッグ

スケートボード

ポーランド
RINGいいね

Venture
ステッカー

ハイファッション
shorts

キヤノンカメラ

スケートボード
シューズ

Sparkly Night
Tokyo fashion 2019

LUND

EUROPEAN TOUR



**2022
FEBRUARY**

SAT 12 IRELAND - DUBLIN - GRAND SOCIAL

***TUE 15 ENGLAND - BRISTOL - THE FLEECE**

***WED 16 ENGLAND - SOUTHAMPTON - THE LOFT**

***FRI 18 ENGLAND - MANCHESTER - MANCHESTER ACADEMY 3**

***SAT 19 ENGLAND - LEEDS - DROWN U OUT FESTIVAL**

***SUN 20 SCOTLAND - GLASGOW - ST. LUKE'S**

***TUE 22 ENGLAND - BIRMINGHAM - MAMA ROUX'S**

***WED 23 ENGLAND - BRIGHTON - PATTERNS**

***THU 24 ENGLAND - LONDON - O2 ISLINGTON ACADEMY**

SAT 26 FRANCE - PARIS - LA BOULE NOIRE

MON 28 GERMANY - HAMBURG - HEADCRASH

MARCH

WED 02 GERMANY - BERLIN - PRIVATCLUB

THU 03 GERMANY - MUNICH - FEIERWERK

***WITH GUCCIHIGHWATERS**

"I was first introduced to Lund from the デーモンAstari's YT Channel. The song BROKEN hit me harder than mosts from that time period. Instantly, the guitar melody & hard hitting but minimal beats grabbed my heart. But it was Lund's spoken rap about physical pain and emotional struggle with relationships that took me back to sad boys town." -- MITHU 2018



Q: I wanted to know if you had any tips on living alone, I haven't been doing great over my way but you seem to be doing well for yourself

A: Ah yeah it's a complex one. Actually until about 3 years ago I always had a roommate. Then when I was in China I was kind of forced into not having one. Then also because of a lack of a girlfriend for a minute, I was totally alone. So I guess I just got used to being by myself. To keep my self sane during covid, I'm lucky I have a job that at least 3 times a week I am having video calls else I don't know how we'll I'd do. What keeps me busy is doing stuff I like doing. Like since I'm alone, I can eat whatever I want and I literally only have 2 bowls and 2 plates, so I enjoy doing the dishes. It's a small task, but cooking for myself and doing the dishes / keeping the house tidy is how I keep away from being lazy. I also shower every morning practically no matter what, It ensures I get out of bed. I also like to have 1 thing coming in the mail every 2 weeks. I don't know why but it makes me feel less like I'm stuck in my apartment knowing that any day now I'll have a reason to go outside and check the mailbox. I also have a lot of parks around me so I go outside and skate to them. I'll make myself a lunch or get take out and eat by the water. I literally have yet to make any friends in SF, so I really only go out of my way to try not staying in bed. It's easy for me to work from the same place I sleep, eat and waste time on youtube. I also bought myself a Switch for christmas, which has helped me not worry about the internet. I feel like sometimes with MHTU and the zine, I

always have to be online knowing what's going on. So since my side projects and my job are on the same computer, it's nice for me to get away from the computer and play video games. What else, I do my own laundry obviously, but I mainly keep it in the dryer after it's done. I don't really need to put anything away so i use it as a closet. I also keep all my dishes inside the dishwasher, but just to dry as I handwash everything. I also usually only keep like 2-3 days worth of refrigerated food mainly because any more usually goes bad. It's hard to eat everything when you eat alone. Meals are a lot smaller. I keep stocked on frozen pizza tho when I'm lazy. I also don't go to bed late. I try to be sleeping by 10pm every single day but I'm waking up at 6:30am, even on weekends. I think what I'm trying to get at is being alone makes it really easy to get depressed and lazy. So I need to do certain things like shower and put on new clothes every day else I fall into a lazy trap. Even if no one sees me, it's like the one thing I can do to say, I at least didn't wear the same thing as yesterday. It's not easy but after a while you get used to being alone. Then it becomes almost like, do I ever want to live with someone? I have like this harmony in myself. I worry about someone disrupting it. So that's a flip side. Idk if any of this helps. I think I know what you're going through, roommates are difficult even with best friends. At some point it's good to figure out who you, and you get that when you're alone.





NST WORLD
RECORDS

LOG INTO THE
OTHER SIDE

Tech Review:

Jay Wallace

Sony DVD Handycam

A number of Twitter users I follow have spent a fair bit of time playing around with vintage film and video cameras, which started scratching the itch to dig out my old Hi-8 and MiniDV cameras and get them back into working order. However, looking around for capture devices and videotapes revealed there's not really a satisfactory capture device and NOS videotapes are incredibly expensive. So I poked around on Craigslist, and discovered someone selling a Sony DVD Handycam for \$50. I realized there was a way around the capture device/media issues, because I had an external Blu-Ray drive I could use, and they still made mini-DVDs. A phone call and a 60 minute round trip later, it was mine.

There's little info about these online. What I can parse from the manual that came with this is there were eight models of DVD Handycams, and I have the most basic one, the DCR-DVD92. These all record on 8 cm/3.5 inch DVD-R, DVD-RW, and DVD+RW. When I was in high school with dreams of being a filmmaker, I briefly looked at these before grabbing a MiniDV camera, mostly because I remember the DVD cameras being very expensive with fewer features.

Ripping files from the DVD for editing purposes required some experimentation. I eventually settled on using Handbrake to convert VOB files to MP4s, and when it comes to editing, iMovie doesn't pervert the video settings unlike DaVinci Resolve. (DVR kept outputting the video in 24 FPS no matter what I did. (I'm sure I'm a dummy.) Overall though, I'm happy with this purchase.

As far as faults go, color is washed out like most digital cameras from this era, but that's pretty much it. The image overall for 720p SD is surprisingly crisp. This catches far more detail, picture-wise, than I remember. Sound quality is really good too; first thing I noticed is that this camera is far quieter than any of my old tape-based cameras. And then there's Nightshot Plus.

This, of course, is Night Vision Mode. It makes for oddball shots given how infrared processes colors and the odd "shadows" the infrared light makes. I honestly want to make a horror movie shot only in Nightshot, as well as shoot concerts with this once the 'roni is gone. I've shot some daytime outdoor footage with this for a potential future project, and it's not bad. Overall, if you want an easy way to play around with old media cameras, a DVD Handycam is not a bad bet.

(Real footage to the right)



Model: DCR-DVD92 Released: 2005

Features: Dolby Digital Sound, 20x Optical Zoom, Nightshot Plus



EDWARD MCKAY USED BOOKS

The first sign on the left is blue and white, featuring a crown icon at the top. It reads: "Buy / Sell Trade Books Movies Video Games Electronics & MORE". The middle sign is yellow and white, featuring a crown icon at the top. It reads: "Buy / Sell Trade CDs Textbooks Vinyl Records Audiocassettes & MORE". The third sign is purple and white, featuring a crown icon at the top. It reads: "Hours Mon - Sat 9-5 Sunday 12-4".

The sign on the right is a larger, more complex display. It features a large graphic that says "MORE CASH" in a stylized font. Below this, there is a list of items for sale, including "Books", "Movies", "Video Games", "Electronics", "CDs", "Textbooks", "Vinyl Records", "Audiocassettes", and "MORE". The sign also includes a small image of a person and some text at the bottom.



As a kid you always think the places you grow up with will always be there. Edward McKay was that place for me. Since my earliest memories of living in North Carolina my parents used to take us kids here. Even after my parents split up Edward McKay was that one place both parents could afford to take us and the one place my brother and I could escape into. Not only was “Ed McKays” a used book store it also had a massive vinyl collection, every retro and new game console game ever and any book under the sun all for cheap affordable prices.

My mom bought me a dreamcast from here. My mate David and I bought random used Anime DVDs here. I fell in love with Sci-fi and fantasy here. I bought most of my vinyl collection in this place. And when times got rough I even sold some rare video games, or crappy CDs or school textbooks to pay for gas or so I could get taco bell for dinner on the some nights.

It's been almost 5 years since you've closed down for some myserious reason and yet, more than anything you influenced me the most. RIP the best used bookstore in the world.

S U M M E R

레코드 차트 2021 Essentials

音楽ライターのアダム・ハーバーは、
ヴェイパーウェイヴについて「皮肉的
に、諷刺的にもしくは真に加速主義」
の様なジャンルだと言及した。

1. METAPHYSICAL by Dark5lalom
2. Softworks by Victu
3. The Mature Tape Vol. 1
by Windsor Gordon
4. Marble Destiny by ホテル shampoo
5. 一晩中 by E U P H O R I A 永遠の
6. Please stand
by 気象庁の予報
7. 悪魔の実験 by OSCOB
8. FILMNET PREMIUM
by FILMNET PREMIUM
9. Noción del pasado by
PACMORWAVΣ
10. MANIA EP by Clerra My\$t
11. Animal Forest I + II by Blashy
12. PERFECT CHERRY BLOSSOM VOL1
by Ishidera Records
13. MOONLIGHT REVENGERS
by luna inventum
14. Destroy All Monsters by Groovy
Kaiju
15. Satoshi #002 by Steve Joy
16. Cosmic Trigger by Vi0let Lightb0dy
17. Epson LightMachine by EPSON
18. Volcán by Treehouse
19. 精神マスク・MindMask™
by Yali山大
20. dysphoric future by EXSHA
21. Neo-Xelajú by LIFE2979光
22. Porsche Majeure - Regenesi
by TVAM
23. Beach Party by critical_grim
24. 03:36 AM by 超越夢幻
25. Simple Minds by The Less Dead,
VHS Tokyo
26. BMX106 by ROM-88
27. 裏切り by memory メモリー
28. Galactica Airlines by Iden Kai
29. 私の人生はどのようになりますか
by 中空daydream
30. Juste by salt.bmu
31. essentials II by groove remote &
waterfront dining
32. 神秘的 by mulchprize
33. Too Late 4 Us by Bofianjo
34. Elevator Music for the Modern
Person by .WAV-SUPR3M3
35. La Videoteque by LaVideoteque
36. UNUSED & PRIVATE II by
Afterdeath Television
37. dreaming m e g a compilation
by haircuts for men
38. サンドオプタイム by COMPACTdisc ス
テレオドラマ
39. F10D by 忠ps2節_ワーdevシュ_産
code業
40. Bondi Girl by PURE PURE
41. Crystal Cola by Crystal Cola

音楽美学(おんがくびがく、英: Aesthetics of music)とは音楽に関する美学である。美学は、美や感性、芸術に焦点を合わせた哲学の一分野であるため、音楽美学と音楽の哲学(Philosophy of Music)はおおよそ同じものである[1]。これらの領域では、「音楽とは何か」に始まり、音楽の特徴、感情とのかかわり、音楽の形式、作曲・演奏、音楽の理解などについて、その美的な面を中心に幅広い考察がなされている[2]。





三菱オーブンレンジ



中銀カプセルタワービル

とは、黒川紀章が設計し、世界で初めて実用化されたカプセル型の集合住宅(マンション)である。1972年(昭和47年)竣工。

TOKYO'S NAKAGIN CAPSULE TOWER FACES DEMOLITION

中銀

黒川の初期の代表作であると共に、メタボリズムの代表的な作品である。

A rumor was going around that one of the most iconic metabolist architectural buildings in Tokyo was getting demolished soon. The building's owner decided to sell due to poor living conditions and lack of maintenance and thanks to covid, the money isn't there for the large-scale repairs.

The building was completed in 2 years from 1970 to 1972 and has housed residence, travelers and in the bottom part office spaces. The architecture, Kisho Kurokawa, design the structure during the Japanese postware cultural resurgence and left an everlasting impression. Each capsule is attached independently and is made to be replaced, that was the original idea but none of the rooms have been changed out.

Although the capsules are still being rented out and things are

falling apart there is a long waiting list to get a chance to spend a night or live in one. The cheap rent is an attractive feature to those life long salarymen.

The good news is 80% of the capsule owners must approve the demolition and although in 2007 it did pass that voiting number it still stands to this day. Something tells me there's a little more magic to the building and we'll see the rumor slowly fade.

Even if it does go down one day or you never have a chance to visit, the build has been featured in favorite video games and movies; such as Transport Tycoon and in the movie The Wolverine. Who knows what'll happen but one thing is for sure, its an interesting building and one that has made Tokyo even more futuristic.



宇宙ステーションV by OSCOB

Cassette + Obi Strip | NOP-190

Full LED on-body printed cassette with
obi strip and No Problema sticker

Duplication and on-body printing in the
UK by BandCDs
Distributed from the US [now with track-
ing number to US, Canada and Europe]

On NO PROBLEMA
@NoProblemaTapes



Rainforest Hill [I + II] by Lindsheaven Virtual Plaza

Cassette + OBI Strip | NOP-186*

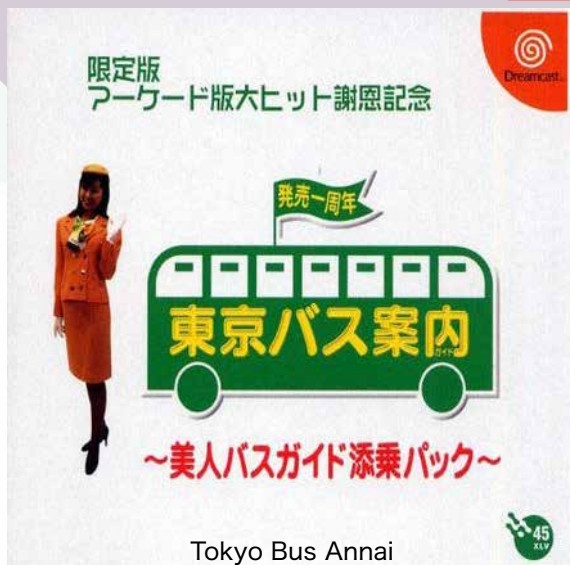
Full LED on-body printed cassette with
obi strip and No Problema sticker

Duplication and on-body printing in the
UK by BandCDs
Distributed from the US [now with track-
ing number to US, Canada and Europe]

On NO PROBLEMA
@NoProblemaTapes

The Art of 日本 Video Game Covers

12 video game cover designs
you wish made it to the west.



Tokyo Bus Annai
Bijin Bug Guide Tenjou Pack

This Japanese bus simulation game is rather rare to the dreamcast and sought after by collectors.

It even had a companion arcade game similar to setup seen in Initial D cabinets.

The graphics are pretty early 3D and more in the style of the PSX but still an interesting concept not seen often in western gaming.



Karous is an arcade style shump or shootem up.

Like most games in this genre the player controls a spaceship or a futuristic shooting mecha.

The graphics are more cartoon in style and features anime characters alongside a Japanese storyline.



Karous

This strange title is often abbreviated to P17n is a visual novel style game. Surprisingly developed by a three person team, this 1999 dreamcast/psx features vintage style anime characters stuck in a time loop reliving the same day over and over.

Gameplay is finding the differences in each day to break the loop.



Prismaticcollization



Elemental Gimmick Gear E.G.G.

EGG is a top down action RPG that features hand drawn worlds and anime character sprites and one of the few games on this list that has an english translation.

If you were looking for a new RPG with puzzles with likable characters and decent plot, this might be what you've been looking for.

This Japanese horse breeding management game allows players to raise purebred horse, plan matings and use technology to have it all successfully happen. It's another simulator that probably won't work well in the west, but there's something interesting about that cover.



Winning Post 3



Enomoto Kanako no Boke Shindan Game

A strange mix up of arcade games with Kanako Enomoto, a Japanese actress plastered all over it.

Think WarioWare games but with a sexy model randomly cheering you on.

What's interesting is the game took video clips of Kanako and turned her into dancing sprites that I'm surprised sprite rippers haven't made sprite sheets of.



Einhaender

This scrolling 3D shooter was developed by Square and even had a North American release. The game is about a fiction future during a war between the Earth and the Moon. Like most Square game, it has a fantastic techno/electro OST. If you're a PSN user, you can grab this one digitally... if you don't mind changing your location to Japan.



Densha de Go is the go to train simulator game and one I wish had more support in the west. Imagine all the requirements of running a japanese metro line and put it at hard mode. Without proper translations you'll fumble over controlling the speed, breaks and arrivals. Who knew being a conductor required so much manual work?



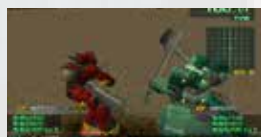
Densha de Go!

This perspective first person adventure game follows the classic mystery novel “Yasoukyoku” in game form.

It contains two separate detective stories and if you can read Japanese, was also ported to the DS.



Akagawa Jiro - Yasoukyoku



Afraid Gear Another



This perspective first person adventure game follows the classic mystery novel “Yasoukyoku” in game form.

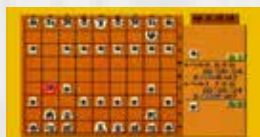
It contains two separate detective stories and if you can read Japanese, it was also ported to the DS.



Kakinoki Shogi

If you were hoping for a wonderful final fantasy type RPG, you'll be sadly disappointed to find this release is just a digital copy of the game of Japanese chess. The graphics are pretty standard sprites, but minimal textures.

This version is the 3DO cover but the PSX design is worth checking out as well. Whoever was designing this had a deep idea of what this game felt like.



Can you guess what this is about?

Yep it's a video and audio game about houses. As in construction, food, photos of builds, etc.

Another strange release but there's something admirable about the team that decided this was what they wanted to pour their hearts into.



The Little House

[illegible]

What if from the earliest age all you knew about or were told to care about was financial stability...

maybe it's better for those types



Now I'm 36, and all I think about is money.

Now I'm 36, and all I think about is money.

I SLEPT HERE ONCE...

I got front
page of
dA for the
drawing
♥(edited)
[2:42 PM]
tails_155

tails_155



People spelled Kanye's name wrong and got it trending



Lionel Messi is leaving Barcelona. He'll probably be joining PSG...

Zico's birthday was 8/4/2021

Some dude made an AI of his dead fiancée. They chat now.



There was a pokemon go protest because they shorten the radius of the gyms. during covid.

Kiawentio Tarbell has been cast as Katara in the live-action Netflix Original Series "Avatar: The Last Airbender"



The Green Knight movie was a real trip. made me think about it for 3 days straight



Jake Gyllenhaal says "I find bathing to be less necessary". Thanks for getting that trending.

DMTFL posts too much AI art. I wonder if they are a label any more.

LUPIN THE 3RD: THE CASTLE OF CAGLIOSTRO is now playing in select theaters.

Bandcamp friday is still going strong.

fantano didn't like a Isaiah Rashad album.

20 years of Bleach -- a 73-Page long Special One-Shot was released for it.



My future wife moved into my aparment.

DJコントローラー「DDJ-1000-OW」を発売します!


Randy Blaster 3D, a doom + duke nukem inspired Retro FPS created in a month was released by nanoshrine and 3DBlast

Vegeta lost his eyebrows when he went SS3.

There is no such thing as a coincidence. The fact that you are watching this video means that you are energetically aligned with me, and this message.



The fall of afghanistan within hours...



On April 15, 2021, Cesar Alexandre, known as Lindsheaven Virtual Plaza, Mount Shrine, and Mt. Hibiki, passed away from COVID-19.

Alexandre had been around in the ambient/vaporwave music scene since around 2013 and has had a significant influence on the VW scene through his Lindsheaven alias, as well as SLOW MIDNIGHT (His Future funk alias) and Noir FM. (Vaporjazz; "Nightluxury" is one of my personal favorites of this genre thanks to him.) Needless to say, it was a shock and heartbreaking when the news came through.

He survived by his mother, his sister, and his fiancé Nicola Cruz. He will be missed.

As of now, there are a few releases, both of his work and tributes, out that the profits will be donated to his estate. Among them:

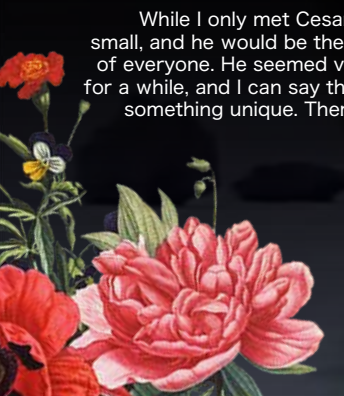
- Tigerblood Tapes' release of LVP's "NTSC Memories"
- The Expanding Earth's release of LVP's "The Return from the Rainforest Hill"
- No Problema Tapes' release of "Rainforest Hill I+II"
- Tigerblood Tapes' "永遠の (Eternal)," a compilation dedicated to Alexandre.

For more info on potential future releases, visit Nicola Cruz's Twitter handle: @nicawcruz.

"Cesar, you influenced online music in ways you probably never understood, and brought joy and wonder to people you would never know. You will be remembered by all you touched. We'll miss you."

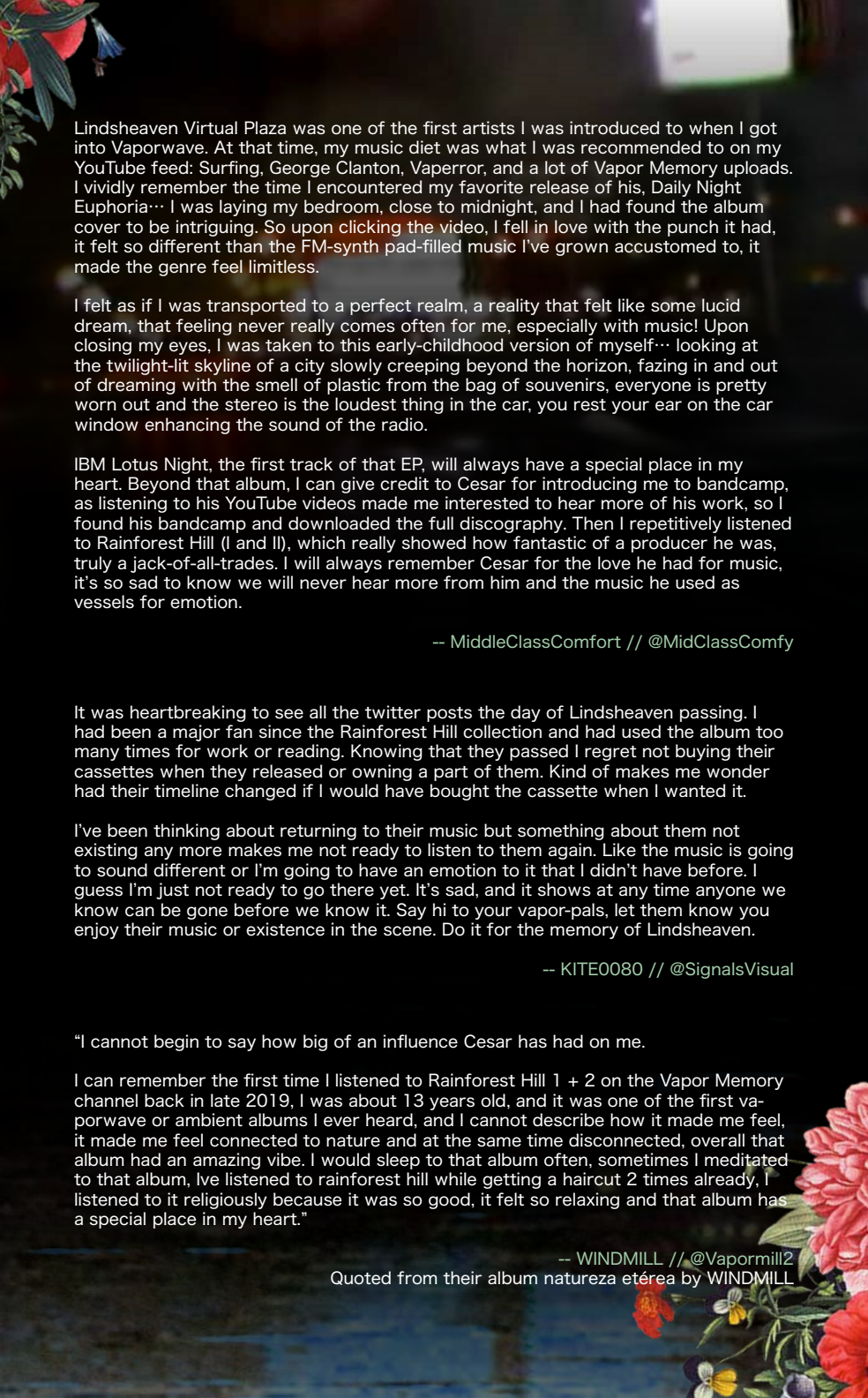
Rest easy, Cesar. We'll Miss You.

-- Jay Wallace // @jaywallace1



While I only met Cesar a couple times in chats on streams, no event seemed too small, and he would be there as much as possible. He was passionate and supportive of everyone. He seemed very nice. I've had the Daily Night Euphoria EP on my phone for a while, and I can say that from the very start, he understood the music and made something unique. There really doesn't seem to be one like him. I hope he lives on forever through his music and our memories.

-- Tails_155 // Tails_155



Lindsheaven Virtual Plaza was one of the first artists I was introduced to when I got into Vaporwave. At that time, my music diet was what I was recommended to on my YouTube feed: Surfing, George Clanton, Vaperror, and a lot of Vapor Memory uploads. I vividly remember the time I encountered my favorite release of his, Daily Night Euphoria... I was laying my bedroom, close to midnight, and I had found the album cover to be intriguing. So upon clicking the video, I fell in love with the punch it had, it felt so different than the FM-synth pad-filled music I've grown accustomed to, it made the genre feel limitless.

I felt as if I was transported to a perfect realm, a reality that felt like some lucid dream, that feeling never really comes often for me, especially with music! Upon closing my eyes, I was taken to this early-childhood version of myself... looking at the twilight-lit skyline of a city slowly creeping beyond the horizon, fading in and out of dreaming with the smell of plastic from the bag of souvenirs, everyone is pretty worn out and the stereo is the loudest thing in the car, you rest your ear on the car window enhancing the sound of the radio.

IBM Lotus Night, the first track of that EP, will always have a special place in my heart. Beyond that album, I can give credit to Cesar for introducing me to bandcamp, as listening to his YouTube videos made me interested to hear more of his work, so I found his bandcamp and downloaded the full discography. Then I repetitively listened to Rainforest Hill (I and II), which really showed how fantastic of a producer he was, truly a jack-of-all-trades. I will always remember Cesar for the love he had for music, it's so sad to know we will never hear more from him and the music he used as vessels for emotion.

-- MiddleClassComfort // @MidClassComfy

It was heartbreaking to see all the twitter posts the day of Lindsheaven passing. I had been a major fan since the Rainforest Hill collection and had used the album too many times for work or reading. Knowing that they passed I regret not buying their cassettes when they released or owning a part of them. Kind of makes me wonder had their timeline changed if I would have bought the cassette when I wanted it.


I've been thinking about returning to their music but something about them not existing any more makes me not ready to listen to them again. Like the music is going to sound different or I'm going to have an emotion to it that I didn't have before. I guess I'm just not ready to go there yet. It's sad, and it shows at any time anyone we know can be gone before we know it. Say hi to your vapor-pals, let them know you enjoy their music or existence in the scene. Do it for the memory of Lindsheaven.

-- KITE0080 // @SignalsVisual

"I cannot begin to say how big of an influence Cesar has had on me.

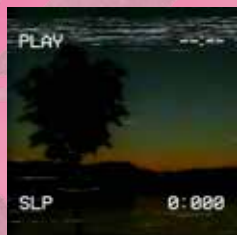
I can remember the first time I listened to Rainforest Hill 1 + 2 on the Vapor Memory channel back in late 2019, I was about 13 years old, and it was one of the first vaporwave or ambient albums I ever heard, and I cannot describe how it made me feel, it made me feel connected to nature and at the same time disconnected, overall that album had an amazing vibe. I would sleep to that album often, sometimes I meditated to that album, I've listened to rainforest hill while getting a haircut 2 times already, I listened to it religiously because it was so good, it felt so relaxing and that album has a special place in my heart."

-- WINDMILL // @Vapormill2
Quoted from their album natureza etérea by WINDMILL



NEW & NOTEWORTHY

in vaporwave, future funk, dreampunk, lo-fi, and more



WARPSTAR TELEVISION (ワープスターテレビ)
by Warpstarラジオ



AEGYOKILLER SCRUWU TAPE 2
by AEGYOKILLER



将我过去的罪恶中解放出来
by REGRET 生活



意識的
by 絡み合った運命



Virtual Girls Band a.k.a. Sparkle
by CHANCE デラソウル



Jupiter & Saturn
by Dream Seeds



Hiraeth
by Second∞Sight



original
by 棺



MIDNIGHT DRIVE
by Number 9



Crystal Cola
by Crystal Cola



あなたを知ることは間違いいではありませんでした。すべてに感謝しています。愛しています。私の悲しみは計り知れませんが、すべてに感謝しています。
by 棺



Transcendental// /TRANSIT>
by Hallucinatory Dream Sequence



Pink Florida Lemonade
by Mick Rudy



COMA.
by DRIIM



Cities on Shelves
// DMT-996
by Eternal
Supermarket Stock



Pools
by CGI Gold™ 複合



Home Alone
by Dirty Bungalow



karma.
by ekoda



PURE PASSION
by Farragol



血屋敷 (Sarayashiki)
by Ghost Park



夏休み -
SUMMERHOLIDAY
by 高速道路 DREAMS



私の人生はどのようになりますか
by 中空daydream



Dragon Ball: Tekeo World
by 超高 Titan



810
(Complete Edition)
by FIBRE

DMP

THE
MIND
BEHIND

dialated music productions



I had been on the search of a new sound in the vapor scene, something not set in malls or samplings of 80s pops. Bandcamp does a great job introducing new releases by tags but really it's the album art that gives you that new vibe. When I saw the album Neo-Xelajú, with a Mayan style dressing in a futuristic city scape -- similar to what I'd seen in birth of a new day, I wondered if I found one? The sounds was cool and featured heavy sampling of Marimba Guatemalaeca from 1930-1950s. Call it dreampunk ambience for the Mayan culture but not what I yerned for. Still interested in the label, I checked out their other release, karma. by ekoda. Then another and another, until I wonder; why isn't anyone talking about this label, so I reached out to the owner, Dialated, and returned with a new label and friend;

1. What is DMP?

DMP is a DIY cassette label whose main mission is to share the music of artists we love with those who are willing to listen. We also dabble in other various physical formats like floppy disks, micro-cassettes, VHS, and soon our first vinyl release!

Being a small do-it-yourself label, our physical releases are made in-house, which gives them a bit of that underground charm. A lot of love and time goes into that process. And since most of the genres on our label are lo-fi quality in nature (ranging from experimental dark ambient to classic vapor and mallsoft), we feel this visual aesthetic goes with a lot of the musical content on the cassettes too. We know some of the music and products on our label are not for everyone, but for the handful of people who do appreciate it...that makes it all worthwhile.

Aside from that, helping artists to achieve their goals by releasing their material on a physical format, and in some cases, giving them an introduction into the scene or a stepping stone to go on to release future albums with bigger labels, is a great feeling.



(above) various releases over the years

2. How did the label start?

It really started as a platform to share my music with others. There was a hope that maybe one day a few artists that I admired would join the label to do a release at some point. The compilation "Vaporwave Apothecary" was really the turning point. I wanted to give back to the scene that meant so much to me and feature artists on the album that I enjoyed or that I had positive interactions with online. I never thought the label would blossom into what it has become. Over 5 years later, it is like a dream come true!



3. How did you get into Vaporwave and decide to start a label?

After DJing across the Midwest for over a decade, I decided it was time to get back to my roots producing music on hardware like I had when I first started making music in high school.

I used to take my Boss SP-202 sampler (which I still have to this day), rent a bunch of VHS documentaries from my local library, and record samples straight from the T.V. speakers. I'd also take field recordings and samples from CDs of artists I was into at the time. Then I'd arrange and manipulate the samples into a song, play it through a small amp, and record it through the external mic on my portable cassette player. Once I had enough material to make an album, I would make a handful of cassettes and give them to my friends or play them at house parties.

When I found vaporwave many years later, I was so excited to discover that there was a whole subculture enjoying this kind of weird nostalgic music similar to what I was making when I was younger...and taking it to the next level! It was then that I realized, there is finally an audience that might appreciate your music, now is the time to share it.

4. What has been the most successful release on the label?

LIFE2979光's Tujaal あなたの愛への憧れ has sold the most copies across different physical formats and has the most overall plays. It has been awesome to see him grow as an artist...and I made a really great friend in the process.

5. What's the most underrated release that needs more ears?

EMBA Soundsystem's "EMBA World Tour Vol. 1". It has that classic vaporwave sound with a feel-good vibe.



Limited Edition Microcassette of Neo-Xelajú

6. How has Covid changed things in your scene?

A few shipping complications. With international shipping rates so high, it is really disappointing when a package you mailed to another country gets returned. The cost of supplies in general has been going up too. And I think the loss of Lindsheaven Virtual Plaza hit a lot of people pretty hard.

7. What's 2022 looking like for DMP?

We have some exciting cassette releases from artists new to the label and also from more familiar artists who have appeared on DMP in the past. Listeners can expect a wide range of sounds from the dark side of deathdream and vapornoise, to the lighter side of classic-style vaporwave and mallsoft. There will be more floppy disk and microcassette releases too!

Limited Edition Cassette of karma. by ekoda



LATEST DMP RELEASES



karma. by ekoda



Bullets to Heaven
by Sunnesther



Neo-Xelajú by
LIFE2979光



On The Other Side
Of The Room by
Luyisi 2 0 7 4



life in miniature
by ΔVELGΔZERS
jnt'l.



Sad Old Year
by C C:\
MISFORTUNE



Fall Festivals and the
Satanic Panic
by Vacation Bible
School



分解器
by 分解器



Long Time No See お
久しぶりです
by Xela Memories and
COMPLEX MATHZMATICS



DORITOS
by PZA



evaporated memories
by ΔVELGΔZERS
jnt'l.



The Orchards
by North Shore
Memory Gardens



Closing Line by Zadiq
The Jasp & EMBA
Soundsystem



終末抑鬱症
by EMBA
Soundsystem



Midnight Calls
by Xela Memories



LIDAR : Laser
Rangefinders
by caldr32x &
FOTOshoppe



Find more releases on Bandcamp:
dialatedmusicproductions.bandcamp.com

new

実写版『ガンダムビルド』制作決定、総監督は本広克行 ガンプラ40周年

ガンブラ

GUNDAM

RELEASES



Gunner Zaku Warrior Lunamaria GK

1/100 | \$157

1月12日(木)12時よりプレミアムバンダイやAmazon、Rakutenブックス、ヨドバシカメラなど、各EC・店舗で予約受付がスタート。

またガンダムベース東京、ガンダムベース福岡、ガンダムカフェ各店、ガンダムスクエア、およびガンダム作品の4DX上映が行われている一部劇場では先行販売される。

ガンブラ40周年記念 公式ガイドブックでは、40年の歴史を展開アイテムとともに紹介。ガンブラを展開

するBANDAI SPIRITSの担当者が疑問に答える「教えて!!バンダイスピリッツさん」も収録している。

さらにガンブラを題材としたアニメ『ガンダムビルドファイターズ』や、40周年記念のガンブラ「ガンダムG40」もピックアップ。

年代ごとに進化してきたガンブラを数々のプロダクトたちとともに振り返るほか、メカデザイナー・大河原邦男さんと海老川兼武さんのスペシャルインタビューは、ファンとしては注目したいところ。

40周年に向かって進行してきた「GUNPLA LINK PROJECT」や新製品情報も網羅。日本語と英語の2言語

Barbatos Ver. Dynasty Warrior GK

1/100 | \$199





Dual Gundam Assault Shroud GK

1/100 | \$190

掲載というグローバル仕様で、ガンブラの世界への広がりを感じさせる1冊に仕上がった。

(<https://kai-you.net/article/78736>)

“本広克行さんからのコメント ガンブラ40周年、おめでとうございます！ これまで色々な形でガンブラサポーターズとして企画に関わってきました。今回はカラーリング企画に関わらせていただきましたが、いよいよガンブラ40周年という記念すべきタイミングで、映像という形で私のガンブラ愛を表



Hi-Nu w/ Hyper Mega Bazooka Launcher GK

1/100 | \$430



現させていただきます。子供のころからガンブラを作るのを楽しんできましたが、今なおその熱は冷めることがありません！その気持ちを皆様と共有できるように鋭意制作中ですので、楽しみに待っててください。”

その一環として制作される「新ガンダムビルドシリーズ（仮）」だが、総監督の本広克行さんは、「いよいよガンブラ40周年という記念すべきタイミングで、映像という形で私のガンブラ愛を表現させていただきます。」と意気込みを話している。

Nu Gundam Ver. Ka GK

1/100 | \$220

成田賢



Polluted A Town 成田賢

Released in 1972 this hippy / folky japanese album takes you back to those grassfields with flower haired girls, acoustic guitars and a simpler way of life.

Ken Narita // 成田 賢
Born: October 22, 1945
Died: November 13, 2018 (aged 73)

Ken Narita would later be best known for singing anison, also known as anime theme songs. He was most known for being the singer of the theme songs "For Who's Sake" (誰がために, Taga Tame ni) of the 1979 anime Cyborg 009 and "Oh, Denshi Sentai Denziman" (ああ電子戦隊デンジマン, Aa Denshi Sentai Denjiman) of the 1980 Super Sentai series, Denshi Sentai Denziman.



ビトイン
ライオン





You can't talk about slice of life manga without Yotsuba&! // ヨツバ! A Japanese manga series written and illustrated by Kiyohiko Azuma about the everyday adventures of a young girl named Yotsuba. It's extremely playful and sweet-- whether it be a doorbell, elevator or a railroad crossing sign, the way she looks at the world is a delight to read about. You'd think it would make for a perfect anime but since 2003, the creator has pushed back on the idea. However, the manga has it's own soundtrack: Kuricorder pops orchestra did a wonderful job pulling out that childlike innocents of bells, whistles, and

windchimes into perfect slice of life music.



The music is designed to elicit mental images of events described by the titles. Released in April 2005, follows Yotsuba throughout the course of a typical day



11歳のシンガーソングライター
YOTSUBAです。
曲を作ったり、ライブしたり、笑ったりしてます
(小学生なので親が管理しています)
- @yotsubayo



A New Yotsuba?

So naturally I went to Spotify to find the album and to my surprise it didn't exist. Yet, Spotify suggestions might have given me something better, a small Japanese album from a 11 year old Japanese singer-songwriter. Her music is whimsical, full of childlike spirit and was a fine replacement for the OST I wanted.

The music is well produced, her singing is raw but you can tell she's loving every moment of it.

I found her Twitter account and it says her music and page is managed by her parents. "Because I am an elementary school student" which I thought was so y2k. It's pretty cool her parents supported her music at such a young age. Sometimes you wonder about those things but seeing her Spotify, she gets about 11 monthly listeners and none of her tracks broke 1k yet. So go give her a listen--- The English (mis) translation of the album is "Smile is Important" by Yotsuba. :)



LIMINAL
GARDEN

存在

SIDE A
Existence
(35:00)

瞑想

SIDE B
Meditative
(35:00)

夢のチャンネル

LIMITED
EDITION



OUTSTANDING
DESIGN AWARD **7**

存在



An interview with

夢のチャンネル & Liminal Garden

Welcome to Visual Signals! Happy to have you featured, I just wanted to say I loved the 存在 / 瞑想 release with LIMINAL GARDENS, beautiful cassette, beautiful music and perfect label to release with. I loved the aesthetic of the release so much that we wanted to award it the 7th Visual Signals Outstanding Design Award!

LG: Thank you so much for the kind words about the label and the album and the honor of awarding it the Visual Signals Award. I'm in awe of the work you are doing at Visual Signals, so being recognized by you certainly feels very special.

1. Since your earliest releases you've been a sought after musician for collecting and listening, what's it like having such an impact in the vapor-scene?

LG: Not directed at me, but I can't tell you how awesome it feels to add a tape to my Channel of Dreams collection that I myself have helped produce! It's still all so surreal!

CoD: I still remember back in

2014/2015 when I dabbled in the vaporwave scene. Collecting tapes has been a great passion. At some point I thought that I could also put my two cents on the scene with some music and here we are.

2. Why LIMINAL GARDENS for this release and what was the process of designing and releasing a cassette with them?

CoD: That part it's a huge part done by Liminal Garden. The extension of the art that LG did was a huge impact. Seeing the mockups and the final result was incredible. When I choose the images to use on my releases, I always try to capture what I want to show with what you expect with the sound. In this case, with the girls in gardens, with green backgrounds fits the theme about Existence, the life, and Meditative, the reflection and thoughts about life.

LG: I'll let Channel of Dreams tell you the story of how he

originally came up with those images for the release. All I can tell you is that, besides the magical music itself, the cover for 存在 was a big reason why I fell in love with it instantly. Channel of Dreams did an awesome job finding these images and putting his own signature graphical spin on it.

As for designing the tape release: I'm not ashamed to admit that I was totally inspired by the awesome work they are doing over at Underwater Computing_. Their release for the Channel of Dreams album 私たちの夢の森 ("our dream forest") had and still has a huge impact on me, musically and from a design standpoint. The way they were playing with clear cutout parts on the tape was very inspirational and served as the starting point for the 存在 cassette.

3. You describe 存在 as a Angelo Badalamenti-style heartache, which is a more intellectual connection to a composer than most artists in the scene would use, why him?

LG: That was actually my interpretation of what I'm hearing in 存在. I had already listened to it so often and then suddenly it hit me that it

sounded kinda Lynchian and a little bit like the Twin Peaks main theme even. I have no idea if that was actually one of the inspirations Channel of Dreams had in his mind when he created this beautiful track, but I thought it sounded cool and added it to the album blurb for the release.

4. If 存在 is Angelo Badalamenti then who or what could 瞑想 be?

LG: Haha, good question. Channel of Dreams wouldn't confirm it when I told him this, but I feel like on 瞑想 he actually let more of his Latin American roots show through in the melodies. But maybe I'm imagining things ...

5. On the LIMINAL GARDENS release we were informed that you lost your brother Jeremy, that's terrible news. I can't imagine losing a brother, I hope you're holding up ok. For everyone reading, what is something special or a special memory about your brother that the world should know about him?

LG: Not my place to answer any of this, of course, I just want to say that I'm proud of the way Channel of Dreams has held up in the face of such a tragic event. It was a shock when he told me just days

before the tape release and I'm just so in awe of his strength to go through with it anyway. I'm just thankful for all he has done.

I also want to make sure to mention the beautiful dreamtone album Channel of Dreams has released just a short while ago dedicated to his brother's life. I don't think I ever listened to a dreamtone album more blissful and heartbreaking. Everyone should take a listen!

CoD: It's been a month already since we lost him. And my family and I really miss him a lot. It's a feeling that I don't give to anyone. Even if we had our discussions, he was a really nice kid, he was only 18 years old. I recommend to all my friends, people, listeners, everyone, to take care of your close people and your family and take care about their feelings.

6. Was he into the vaporwave scene? If so what was his favorite albums?

CoD: he wasn't that much into vaporwave, but he really enjoyed some trap and chill sounds, like Vaperror with Mana Pool or Akiaura with Forever. He actually really enjoyed Late Night Delight

too!

7. 夢のチャンネル translates to Channel of Dreams, what is the background on picking that name?

CoD: When Channel of Dreams started, I wanted to do Signalwave, I got really inspired by Asutenki, actually, he was my inspiration to finally start something into vaporwave! That might explain part of the name. My first release wasn't that solid at first, but little by little the construction of the CoD sound started. The Channel of Dreams was inspired by falling asleep watching TV with my girlfriend. And during our dreams, we heard the TV and with the sound of commercials, that would make our dreams go on.

8. What is the process of creating that 夢のチャンネル sound and where do you find inspiration? What DAW do you use?

CoD: Depending on the mood, the situations of my life, and stuff from the past, I try to reflect all those kinds of stories. Albums done with the 夢のチャンネル name it's more inspired on happy and romantic situations of my life, 死亡頻道 it's based on dark situations and stories of my life and 夢想的頻道 it's more

inspired on more stories and dream things. Lastly 夢へのポータル it's more inspired on music to sleep and dreamtone sounds. I have been using samples and the latest version of FL Studio. I'm only using VSTs at the moment and I hope to upgrade to physical machines soon!

9. What's the future looking like going into 2022 and any announcements you'd like to share?

LG: Well, one thing I'd like to plug is the second edition of 存在 / 瞑想 that's actually being manufactured right now. We made sure to have it stand apart from the first edition to keep its integrity as a limited edition. I think it'll turn out pretty sweet and I'm happy that everyone who was bummed to not get the first edition will have another chance.

CoD: There's more stuff incoming, yes! Like Liminal

Garden said, there's the reissue of 存在 / 瞑想. First run of tapes/MDs of an already released album during October. A Dreamtone/Vaporsleep album in December. And hopefully soon a physical edition of my latest release 眠っている天使 (Sleeping Angel), an album dedicated to my brother.

Thanks for your time and congrats again on the amazing release. We can't wait to see what beautiful releases you two come up with next.

LG: Again, thank you so much for this opportunity and for reaching out. I'm sure I speak for Channel of Dreams too when I say I feel blessed by you taking note of the album.

CoD: Thanks for the interview! I wasn't expecting it! And of course thanks to Liminal Garden, for doing all of this! And to you, the listeners, the people who likes to collect my stuff and who likes my project!



Liminal Garden - Micro-label dedicated to #naturewave, New Age and ambient vapor. We believe that beautiful music deserves a beautiful representation in the tangible realm. Believe it or not.

Scan to listen to 存在 / 瞑想 and other releases on Liminal Garden





KANGA
CORP.

kanga-corp.bandcamp.com



POSTERS OF POCARI SWEAT

ポカリスエット SWEAT

Am I the only one who has noticed the design talent over at the POCARI SWEAT shows? I've been collecting some of their posters and thought it was about time we all appreciated the time and effort in these promos. Below are some of live shows they've hosted throughout the years:





"ZONES"

VHS-C ART BY Petridisch // @petridisch





"These are stills from a film being released on October 31st of this year called "Z O N E S", which will feature an accompanying album of new musical material. The music was written and recorded in various states of consciousness, so I wanted to reflect that in the visual rendering. At first the concept was to be shot on VHS-C exclusively, at five different local locations -- there are five sections to the audio -- with some footage being taken (and subsequently discarded) at Spectacle Island and in the center of the city of Waltham, where I grew up.



With the weather becoming increasingly temperamental in the Boston area, getting to these different (and disparate) locations was proving to be a task. So in lieu of some fancy production, one rainy day I went outside my apartment and acquired some footage of the area going-on with my new-old VHS-C camcorder. Some of the more interesting footage shows the (sad) gentrification of my street. One really cool thing worth mentioning about this camcorder is it has some sort of digital image stabilization 'chip', so if you shake it really hard you get all sorts of weird glitches and pauses on tape. This method of getting a (truly) "VHS" glitch effect was used in the entirety of the filming of "Z O N E S", and is shown in most of the stills presented here. The others use Chromakey and opacity filters to create a sense of dissociation not in the original footage."

- Thor // @petridisch





As an exclusive to
VISUAL SIGNALS readers,
"Zone 3" is linked in its audio-visual entirety here:
or buy the album/film @ Infinite Sync



EVERYONE IS A WINNER!

THE HUNT FOR SLAMFEST '99



It's On Like Donkey Kong

From irretrievably deleted flash games to completely forgotten student projects, some lost media might stay lost forever. This is disappointing for archivists and nostalgics, sure, but at least these discouraging cases often leave behind interesting stories explaining what endangered the media in the first place.

Take 1927's *London After Midnight*, the holy grail of lost films. The last known copy of this silent horror-mystery, starring the acclaimed Lon Chaney, went up in flames (as nitrate film was wont to do) in 1965. Though that hasn't stopped rumors and renewed pursuits from popping up, with some even claiming a private collector is waiting to share *London After Midnight* with the world in 2022, when the

film's copyright expires.

Take the tragic on-air suicide of reporter Christine Chubbuck in 1974. Despite Chubbuck's family's insistence that any surviving footage be destroyed, the news station owner saved a tape. His widow recently confirmed it still exists, safely sealed away with her lawyers—its ultimate fate uncertain. Here, such an unfortunate incident nevertheless raises unique questions about preservation ethics, and who owns the rights to a person's untimely death.

Then there's Slamfest '99, a lost media oddity far more innocent, but no less nuanced.



The costumes used in Slamfest were made by KCL Productions, who also made costumes for the "Happy Together" Smash Bros. commercial that inspired Slamfest.

Slamfest was an April 24th, 1999 promotional wrestling match at MGM Grand Adventures Park in Las Vegas, hosted by Nintendo to build hype for Super Smash Bros. on the N64, which released in America two days later. With actors dressed as Mario, Yoshi, Pikachu, and Donkey Kong beating the tar out of each other, you'd think gaming historians and Nintendo fans alike would've preserved this staged slobberknocker without a second thought.

You'd think. Not a second of footage has yet come to light, despite the best efforts of the web's most passionate lost media researchers.

Super Niche Bros.

For starters, Nintendo didn't promote Slamfest really well, limiting potential witnesses from the start.

"The event itself was really obscure for the fact that big magazines like Nintendo Power and GamePro didn't even report on it," LSSQ says. "I can't imagine a local news channel or anything similar doing so." This holds up: several Lost Media Wiki hunters unsuccessfully scoured local Vegas library and broadcast archives.

Aside from a couple IGN blurbs, most Slamfest coverage came from smaller Nintendo magazines and fan sites. Many of these can only be accessed through the Internet Archive's Wayback Machine, but they've provided rare (albeit grainy) screenshots from Slamfest, as well as in-depth descriptions shedding light on how the brawl itself panned out:

"Mario and Donkey would start the match. Donkey Kong, being much larger than our favorite plumber, quickly took Mario out. Yoshi came in and got his revenge on the gorilla. Pikachu would come in for the monkey only to be knocked down by Yoshi's lethal tail.

Then, before anyone knew it, Mario

In May 2020, André Segers of GameXplain tweeted about his own muddled Slamfest memories, setting off a fiery search for any evidence. A year later, the Lost Media Wiki made Slamfest '99 the subject of its fifth community-wide "On The Hunt" effort—a program that previously succeeded in tracking down a lost Subway commercial and "Demon Lady" carb bar spot.

How far has the hunt come in a year, and what are its biggest obstacles? I spoke with LSuperSonicQ (LSSQ), a lost media YouTuber spearheading the Slamfest search, to get to the bottom of this kooky case's many caveats.



A screenshot of Slamfest '99 from Zelda 64 Planet

went crazy. He wiped out Donkey Kong, Pikachu, and his own teammate, Yoshi. Ultimately, the match would end in a crash which knocked out everyone resulting in a draw. "Everyone is a winner!" the announcer yelled."

— **Zelda 64 Planet**

"Even the ref got in on the act, biting Pikachu's ear and declaring that it 'tasted like chicken.' Mario shocked us with his low blow antics and Kong knocked himself out with his own magic hammer."

— **N64 Magazine**

But these writers weren't there: they watched a livestream, hence the grainy images. Higher profile gaming journalists were indeed invited to the event, but it seems any journalists who attended were

too busy having fun to really document it. “Apparently there were demo kiosks set up so attendees could play [Super Smash Bros.]. A lot of the gaming press also showed up, too, and kicked everyone’s butt at the game, ‘cause they had already imported it from Japan,”

It’s theorized these journalists were invited using crudely rendered promo tickets—one turned up on eBay, attached to a DK plush—but it’s unlikely the event was actually ticketed. Slamfest was ostensibly free to watch for anyone who happened to be at MGM Grand Adventures Park that morning. Audience members can be seen taking Polaroid photos, so could Slamfest have been filmed by some stranger?

Maybe. People who saw Slamfest honestly admitted it was slow and clumsy. In a place like Vegas, Slamfest would be hardly a blip on anyone’s radar of the bizarre, anyway. Not to mention, MGM

says LSSQ, recounting what he learned from Steven L. Kent, one such Slamfest attendee, whose book, *The Ultimate History of Video Games*, contains a rare, in-person photograph of Donkey Kong in the ring.

Grand Adventures Park wasn’t all that popular, deemed too boring to justify its public admission price. It was mostly built to entertain tourist kids while their parents gambled at the MGM Grand Casino next door.

Plus, the event was announced just three days before it happened, and portable camcorders were comparatively rare. Passerby probably wouldn’t care enough to tape it, nor would any fan deliberately go through the hassle of getting to MGM on short notice just to film Slamfest—let alone hold on to the footage for twenty-plus years.



Admission tickets

Other Lost Media Wiki hunters have proposed unconventional reasons why Slamfest was poorly documented. The Columbine High School shooting occurred just four days prior, potentially crowding lighthearted stories like Slamfest's out of the news. Weather records reveal April 24th was a cloudy day in Vegas—it even rained on the Vegas strip

a couple hours after Slamfest—so park attendees may have been less likely to bring cameras.

But LSSQ thinks this is all coincidence, and the real reason Slamfest footage eludes capture lies with that 800-pound, tie-wearing gorilla we've yet to fully address: the official Slamfest '99 livestream.

A Dried-Up Livestream

“By far what's made this search so difficult is the age of the topic itself—this was a live stream from 1999, and we're in 2021 now,” he says. “Screen recording back then was extremely difficult and something most people wouldn't have gone through the effort to do, so it's very unlikely anyone has a copy saved on their computer in that way. Not to mention, the idea of preservation wasn't very relevant back in the '90s like it is now.”

Nintendo contracted with the now-defunct MediaOnDemand to stream Slamfest '99 on InternetBroadcast.com, where users could view the event using RealPlayer and an old-school real-time streaming protocol. You can find the bare-bones broadcast page using the Wayback Machine, but MediaOnDemand's servers are long gone, so the video is irretrievable. Still, there's hope.

“Based on our research, we know that MediaOnDemand did have archived content from the clients they worked with,” LSSQ notes, “which means someone from the company could still have a copy.”

In fact, the latest development in the Slamfest search comes from a MediaOnDemand project manager, who told LSSQ that the decision about whether to archive Slamfest's broadcast was ultimately Nintendo's to make. Unfortunately, Nintendo's reputation for early video preservation isn't great—at least according to Steven Kent, from whom Nintendo would often ask to borrow old tapes.

“Earlier on in the search, I reached out to a plethora of former Nintendo employees from around this era, with the majority of them stating they remember Slamfest and even helped organize it,” LSSQ adds. “But in every case, they had no content from the event and could only suggest I contact colleagues I previously had—sending me in a circle.”

That said, LSSQ isn't giving up on finding Slamfest: “I strongly believe there's video footage of it still in existence, so far we haven't really had any reason to believe there isn't.”

Then what leads remain?

“The Nintendo 64 magazine we've been looking into uses different images in their report of the event, compared to any other screenshots we've seen online,” LSSQ says. “This suggests they might have received a VHS review copy for the purpose of grabbing screenshots for their article, and if that's the case, contacting the editors of the magazine could be the key to getting the recording unearthed.”

He's willing to think outside the box, too.

“One of our most interesting leads, which is still ongoing, leads to the local wrestling scene in Las Vegas, which apparently is a big deal. There was a wrestling fan who heard about the search on his own and enter the server to propose some leads...nothing huge has come from it yet, but there are still some open leads.”



Photos courtesy of Steven L. Kent, from his book *The Ultimate History of Video Games: Vol. 1*.

What Happens in Vegas...

With this, the search for Slamfest will continue—heck, these searches move so fast, by the time you're reading this, Slamfest may very well have been found. But even if the hunt for footage remains fruitless, there's beauty in the search alone—in digging up little nuggets of truth through increasingly specific means:

- An old article confirmed that the Slamfest smackdown lasted just 17 minutes.
- Another source alleges the Slamfest boxing ring was originally slated to be used for an upcoming Mike Tyson fight.
- Using higher-res color photos sent by Steven L. Kent, users pieced together where in MGM Grand Adventures Park Slamfest occurred (way in the back, by the log flume).
- One hunter even used a Facebook group for former MGM Grand Adventures Park employees to identify the actor who played Pikachu at Slamfest—though he couldn't be of further help.

If you have any information about Slamfest '99, feel free to contact LSuperSonicQ on Twitter, or join the hunt on the Lost Media Wiki Discord.

Words by deliriously...daniel, @dangoub
Cover image by Kevin Gauthier, @kevin_g_art



Smash's "Happy Together" Commercial



BLANK BANSHEE

GAIA

TOUR

11.19	MONTREUX, CH
11.20	GÖTEBORG, SE
11.21	COPENHAGEN, DK
11.22	POZNAN, PL
11.23	WARSAW, PL
11.24	PRAGUE, CZ
11.25	VIENNA, AT
11.26	BRATISLAVA, SK
11.27	BUDAPEST, HU
11.29	MILAN, IT
12.01	BRUSSELS, BE
12.02	AMSTERDAM, NE
12.03	UTRECHT, NE
12.04	PARIS, FR
12.05	BRIGHTON, UK
12.06	BRISTOL, UK
12.08	LEEDS, UK
12.09	LONDON, UK
12.10	DUBLIN, IE
12.11	BELFAST, IE
12.14	MONTREAL, QC
12.15	TORONTO, ON
12.16	CALGARY, AB
12.17	VANCOUVER, BC
12.18	VICTORIA, BC



The Forbidden Door:

Cross-Discipline Opportunities

By Tails_155 // @tails_155

I have always been a big fan of a wide variety of music, and grew up on artists who didn't stick hard to a single sound or style. My biggest musical influence around when I first started appreciating music on a more personal level was Linkin Park (R.I.P. Chester.) As such, I have always had a fascination with harmonious blends of genre that lend to creative new hybrid soundscapes and compelling crossovers. I feel this is a place that, while not as forbidden as the title implies, still seems to have a great deal of room for experimentation.



Many times artists form a niche in the alternative electronic communities that they stick to, somewhat pigeonholed, whether by choice, or typecasting. However, I know for a fact that some people can vary style greatly (compare Moonstone City to Konx Om Pax by Traipse,) and do well crossing the lines. With how flexible and bound by modern social media as modern music is, I feel there's a great opportunity for more style crossover and experimentation.

Will every combination of styles work? Hypothetically, yes, but in practice, likely some styles just will clash too much. There are certain avenues that certainly seem to be great places to start. Firstly, collaboration can lend a second ear, a second interpretation to a track, be it a remix, or just a shared original piece. However, even within one's own studio, they can try and blend styles and come up with something not quite A or B, but comfortably both.

I've considered this for a while, and, in fact, it was part of my drive to create a collaboration of my own, which Girly Girl Muzik helped me bring to life. I collaborated with talented people from a community I called home, and we made a pretty satisfying collection of tracks that does happily have a sense of musical variety, but this is not intended to be an ad, more a point of reference. I encourage more of this collaborative style- none of these smaller electronic genres need to be so nationalistic about their style. I've heard that in some circles if you call a synthwave track vaporwave or retrowave, someone might throw a fit. Firstly, I care more if a song is good than if it fits a certain niche, and if the person remem-

bers it at the end of the day, I'm happier about that than if they classified it "correctly" or not. Genres are tools by which we organize, not boxes in which we must reside. There needn't be any fences.

So, a few of the genres I've considered that have plenty of opportunity for crossover, with a bit of bias toward genres I like the most, but this is merely a primer, and not an exhaustive list, after all. The sky's the limit.

The first awesome blend I heard was actually from one of my favorite future funk tracks, even to this day: "Stomp!" by ConsciousThoughts demonstrated the ability future funk has to blend with more modern pop, EDM, and dubstep (specifically, but not exclusively, brostep). There's only really barriers between the three because they've been built that way. All of them are upbeat, want you to move, and have some sense of melodic interest. I am actually surprised there isn't more crossover of this vein



already out there. I feel ev.exi or Xalaxia could step over this line easily, at any time, and conquer the gray area between these styles, easily.

Another style I have heard, to some extent, but am surprised isn't more common, is the blending of mallsoft and signalwave. Both are on the less melody-focused end of the plunderphonic spectrum, leaning more on samples (though not mandatory, necessarily, the tropes of the styles really make sampling the easiest place to start.) The tracks that show how well this work come from a classic: Palm Mall Mars -- "Commercials" and "Commercials" --both are titled nothing more than that--sample from ads, but use them in a way more associated with mallsoft atmosphere. It is, still, inherently toeing the line of signalwave, but using it in a way that has, still, in the media I have amassed, not been explored near enough, I feel. The two commercial segments on Mars really break up the album and make it feel physical, like it has a location, a true soundscape. These pieces function exquisitely for it.

Truly, the signalwave sphere of nonmelodic musical influence could be injected--if used right--into many genres to great effect: part of an old soda ad in a beach-loving future funk track, captions from 1984 or some other sci-fi media snipped into the background of a dreampunk soundscape, or, as VANITAS命死 has demonstrated, documentary clips about art into an upbeat cinematic track.

The funkier veins of media also welcome crossover: future funk and vaporfunk could cooperate fantastically with the likes of barber beats or be pushed into the background of a mallsoft track to emulate a far off arcade beckoning someone to the DDR machine. Speaking of arcades, I feel there is an immense amount of space for future funk or even vapor-funk to collaborate with the talented chiptune artists out there. The two styles, while using quite different musical tropes, feel they could be very harmonious in the right hands.

There has actually been a bit of, while not exactly barber beats, jazzy influence used in the signalwave sphere. Origami Vato has released a two album set titled *Telejazz*, and it sounds awesome. As such, I feel there's possibly room for overlap there. One could argue VANITAS命死 does a bit of it with some of his works, but I am always happy to hear new creative exploration of sound.

One could also see a happy overlap with the likes of synthwave, retrowave, chillsynth, and chiptune. All the nostalgia-beckoning genres of electronic music that have sprouted up over the past couple of decades really do have the opportunity to bridge between one another. These genres all developed in the postmodern sphere, and intermedia influences, as such, are already in the roots of the era. Crossover is welcome, and I would argue, would be a shame to eschew.

Honestly, I feel like a section of utopian virtual that has been passed up since *Farside Virtual* came out is the crossovers it began with.



Farside has a few parts that feel nearly signalwave and essentially like mallsoft without the reverb. There could easily be room to invite overlap of style within these genres that weren't, at the outset, necessarily divided.

There's no need to limit the overlap within the electronic genre, either. Tekeo bridged out from vaporwave into hip hop, and there have been hints of it even before he made the jump. *Night Daze* had some beats that sounded heavily influenced by hip hop, "Enter the Snake Pit" comes to mind. Further, with lofi straddling the Venn Diagram of the alternative electronic world and the hip hop world, there's already roots from whence to grow.

Likewise, rock has been teased before. Tokyo Wanderer, in particular, uses rock influence to great effect in the works they have made, to date. I feel that rock influences could work well with not only future funk (as demonstrated) but also vaporfunk, dreampunk, synthwave, and break-beat to euphoric results, with the right ears and hands.

Honestly, with the right creative mind, any crossover could lead to wonderful new sonic landscapes for our ears to travel. It really takes passion, creativity, and heart. I feel that, moving forward, there should be some level of effort to build bridges between the various alternative electronic genres, from techno to slushwave, dreampunk to future funk, or anything in between. I want to hear new, creative media, and I want to encourage everyone out there to explore outside their comfort zone, a masterpiece could be just on the other side.



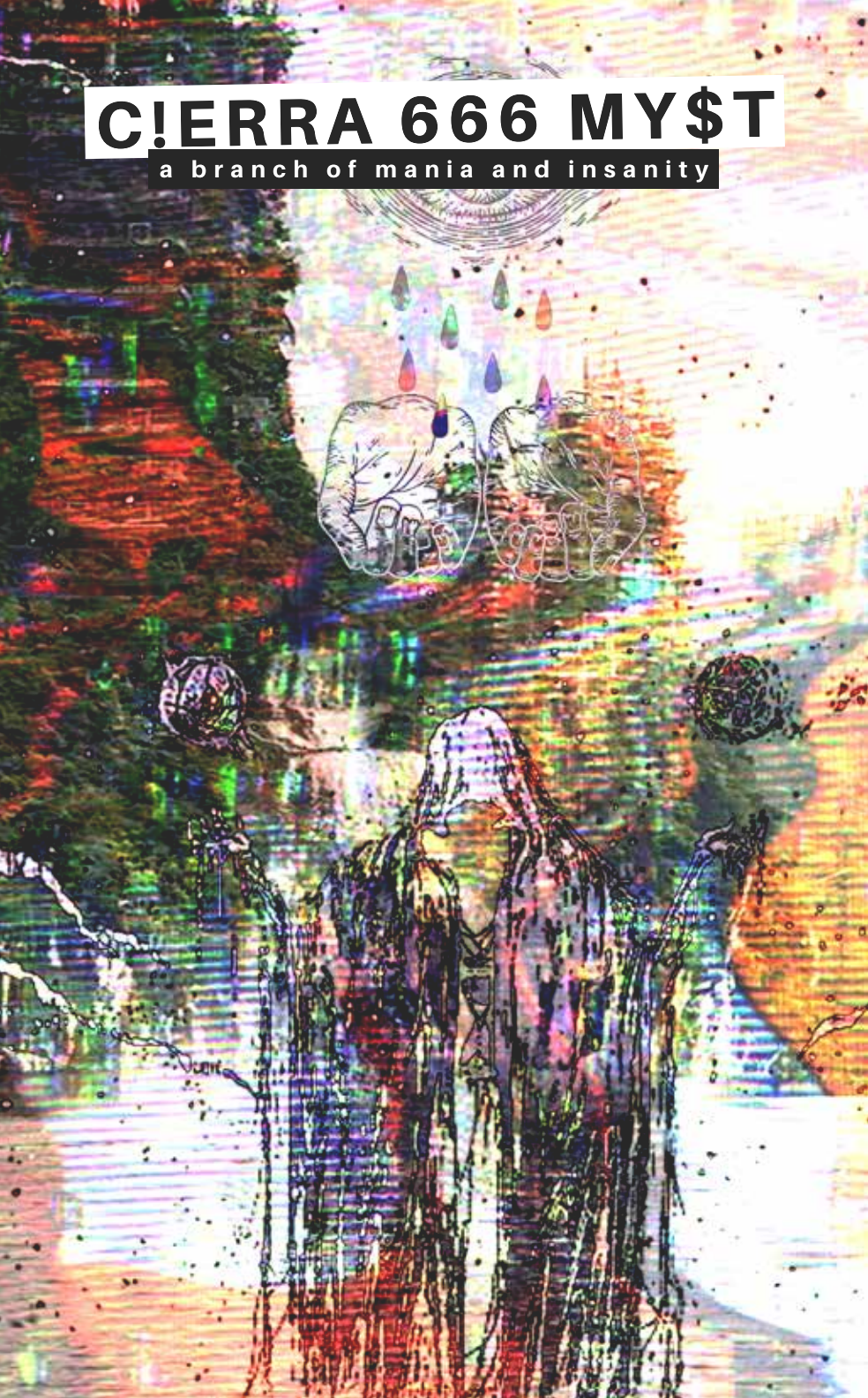
GAMERWAVE organized by Tails_155 now available on Girly Girl Musik Bandcamp

- | | | | | |
|------------------------------|---|--|---|--|
| 1. DJ T-Rey - Channel Search | RN (I LOVE YOU SO MUCH RIGHT NOW) | 8. Origami Vato - Tournament Fighters | 12. Seggitto - Arcade Spaceship | 16. Mick Rudry - Melee Slush |
| 2. Rykon™ - Final Lap | 6. WAKE IN JUNE - World // Games | 9. TriOptimum Corpora-tion - Executive | 13. Uncle Squidz - Skull Kid's Got Your Fix | 17. TABBY - Tails' House [TABBY remix] |
| 3. blanknam3d - Heart-breaks | 7. alleZsoyez & blanknam3d - Can We Kiss at the End of the World? | 10. blanknam3d - SHE'S CANDYLIKE | 14. blanknam3d - Star-light Symphony | |
| 4. I'm ok (crying) - Forest | | 11. Ravancloak - white space | 15. //V - field of roses | |
| 5. blanknam3d - ILYSM- | | | | |



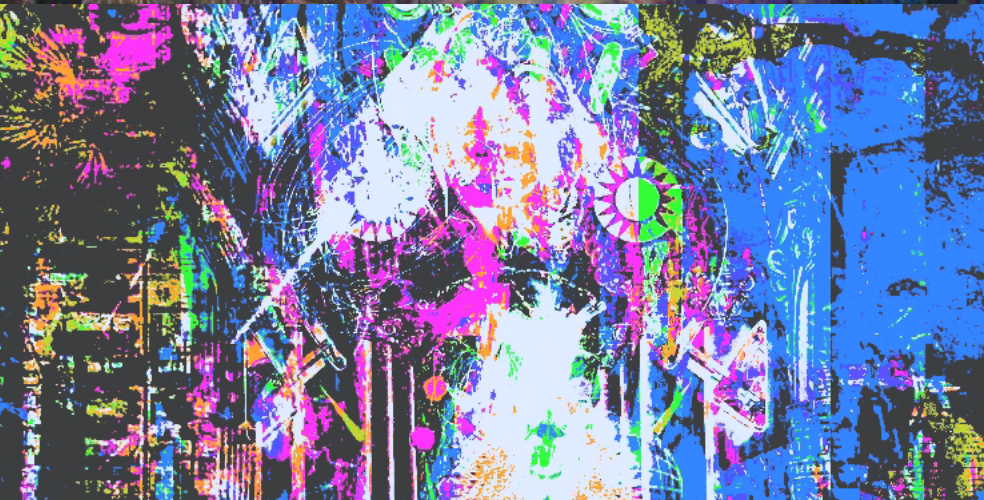
C!ERRA 666 MY\$T

a branch of mania and insanity











I've always found something interesting in the mind of the self-proclaimed "MEDICALLY CERTIFIED JUNKIE" that is CIERRA 666 MYST. From their Vapor to their art, we've connected through the scene at various times from interviews or even just promoting. So when I learned they promoting and selling their custom digital art, I had to get few commissioned myself. In return I got a deep dive inside the creative mind of CIERRA 666 MYST.. Fantastically abstract and almost haunting to look at, I had to find out more.

Incredible, I love every variation and editing, What would you call this style?

I truly don't know lol. It is like a branch of mania and insanity to keep going as far as I can with the layers while holding some sort of idea in mind, but the idea keeps evolving as I keep creating it on the spot. Then it just hits a point where I feel like it reached the goal or something?

I never studied graphic design at all, i just started making stuff for fun and I needed to make album covers for my music. but i also like getting deeper with it now, i wanna try painting next to see what happens lol

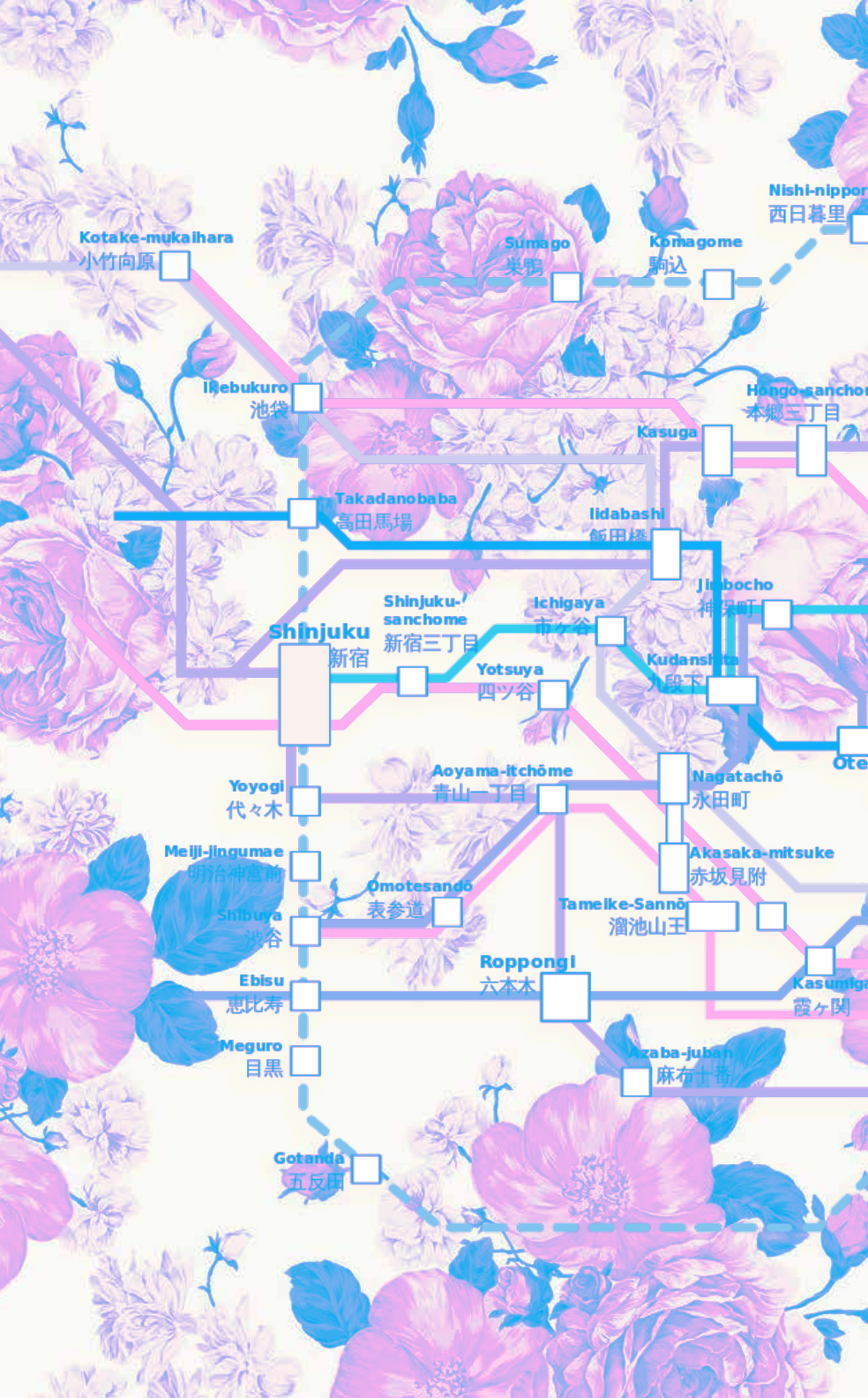
i also don't listen to music or anything when i do it, just no noise, trying to listen to my thoughts

How does making digital art compare to making music for you?

I never really compared the two that much, even though I believe they're interconnected in some form. An album cover can turn someone away very quickly, yet, it can pull someone in as well. Whenever I create music, I am digging at the deepest part of myself, which sometimes feels like torture. But music is just something I cannot stop creating. I have tried. It is an inner-journey or some shit I don't understand yet; I don't know if I ever will. Nonetheless, the artwork falls into place when I start thinking about "how do I articulate the sound into colors, into some form or shadow, to uphold what I am producing musically, conceptually, whatever it might be. Then the idea of creating art doesn't seem "out there," it is just another part of the process of building whatever the hell my mind is trying to create lol. And I often speak separately of my mind only because it runs so fast I can almost watch it like a machine, and that kind of sucks because I do miss out on sleep and shit because I am so busy "thinking" and the thoughts just start to overlap eventually until I feel like okay... it is going to do this no matter what so fuck it lol.

İ GÜEŞŞ İt ŞÖÜNDŞ LİKÈ BİRÄKÇÖRÈ???

Checkout CIERRA 666 MYST // @Myst666Cierra
on Twitter to commission your own custom digital art.



Kotake-mukaihara
小竹向原

Sumago
巣鴨

Kojigome
駒込

Nishi-nippori
西日暮里

Ikebukuro
池袋

Hongo-sanchome
本郷三丁目

Takadanobaba
高田馬場

Kasuga

Iidabashi
飯田橋

Shinjuku
新宿

Shinjuku-sanchome
新宿三丁目

Ichigaya
市ヶ谷

Jinbocho
神保町

Yotsuya
四ツ谷

Kojimachi
麹町

Ote
有明

Yoyogi
代々木

Aoyama-itchome
青山一丁目

Nagatacho
永田町

Meiji-jingumae
明治神宮前

Omotesando
表参道

Akasaka-mitsuke
赤坂見附

Shibuya
渋谷

Tameike-Sanno
溜池山王

Ebisu
恵比寿

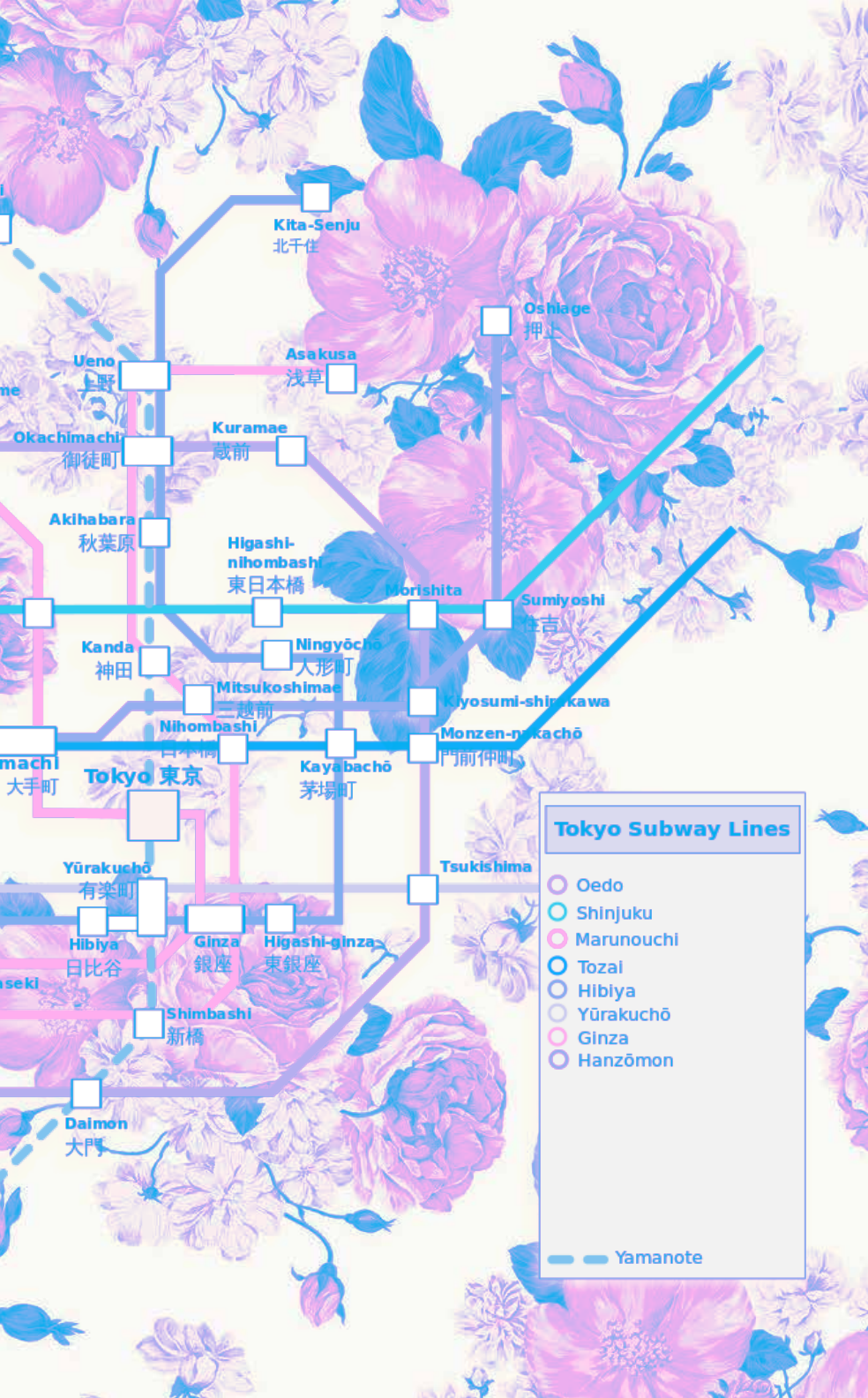
Roppongi
六本木

Kasumiga
霞ヶ関

Meguro
目黒

Azabajuban
麻布十番

Gotanda
五反田



Tokyo Subway Lines

- Oedo
- Shinjuku
- Marunouchi
- Tozai
- Hibiya
- Yūrakuchō
- Ginza
- Hanzōmon

— Yamanote

Kita-Senju
北千住

Oshiage
押上

Asakusa
浅草

Ueno
上野

Kojimae
麹町

Okachimachi
御徒町

Akihabara
秋葉原

Higashi-nihombashi
東日本橋

Morishita
森下

Sumiyoshi
住吉

Kanda
神田

Ningyōchō
人形町

Mitsukoshimae
三越前

Nihombashi
日本橋

Kiyosumi-shinagawa
清澄新川

大手町
Tokyo 東京

Kojimae
茅場町

Monzen-nakachō
門前仲町

Yūrakuchō
有楽町

Tsukishima
月島

Hibiya
日比谷

Ginza
銀座

Higashi-ginza
東銀座

Shimbashi
新橋

Daimon
大門

構いません。国産・外国産を問いませ
ん。最低¥10,000以上で下取致します。
古い

new in

Twitter Manga



よしあき @yosiaki02

よしあき has created a super cute slice of life manga I'm just in love with.. Most the comics have a minimal amount of Japanese but the scenes and panels of the comics describe the experience without ever needing to read a sample of Japanese.

Each comic it seems the young girl has something happen to her and then the outcome of it creates a quirky after effect. For example, She's in a library, a book falls off the shelf and hit her in the head. Then the next panel shows her in their room reading in an overly imaginative world probably found in that book.

tenten
@tentenchan4545

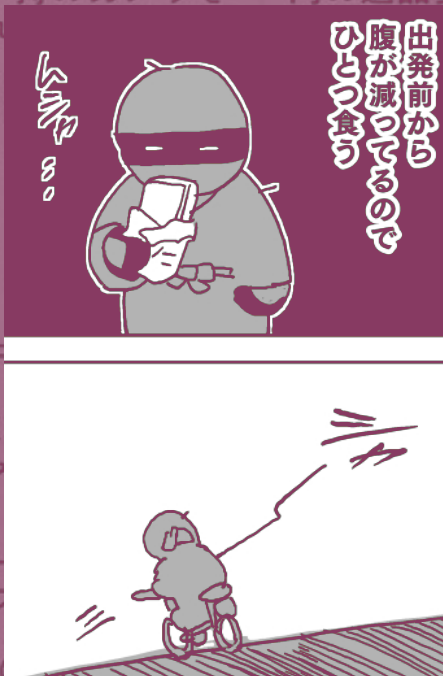
I have no clue what's going on in these comics but I love the characters. Tenten seems to have two styles, traditional manga and then that seen in crayon shin chan. In the manga style, they also mix in weird characters such as the one seen to the right. Reminds me of a tetris block in work casual.

Looking at their twitter it seems they have a bunch of one off comics but I admire artists desire to share whatever their comics mean. Even their twitter headline translate to: "I also draw stories that I don't understand."

I love that.



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られ
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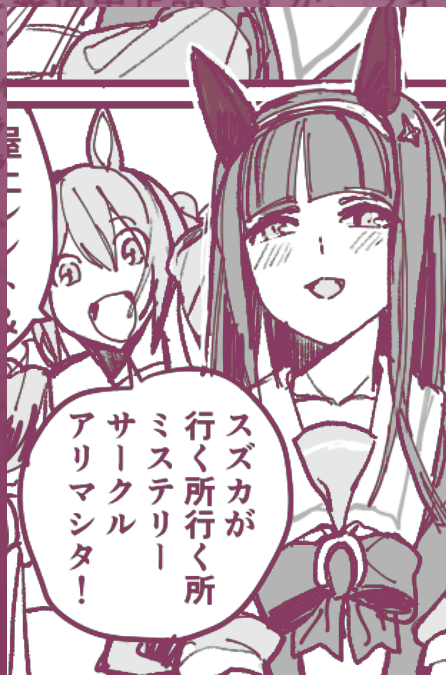


match @ninjamatch

I love this little "ninja" character match draws. Like よしあき, the comics are pretty basic and uses motion in panels to express a scene that one can understand even without any Japanese.

As such, I prefer these comics over their more traditional manga ones as I can understand them but their real manga is just as incredible. The characters are extremely detailed, have unique personalities and based on what I've seen in their pixiv account, they're probably a real manga artist working on a side project. Their skill is one of the best ones from the collection.

<https://www.pixiv.net/en/users/157342>



いとう @golem_inc

Feels like I've done here is show off chibi artist that I like, so lets look at an artist who draws great manga, いとう.

I love their female character seen left. She reminds me a bit of Saber from Fate/stay night and a tad of Zero Two of Darling In The Franxx. This kind of style is exactly the kind I wish I had the skill to draw. The eyes are very light yet show a very feminine design. The hair is dynamic and rounds the head instead of being plastered in a front view. I mean at this point I'm just pointing out my own flaws as an artist but that's probably why I love looking at this artists work even if I don't know what the manga is about.

東京コレクション-2019

コンサートに行きました。代わりに、たくさんの友達や思い出を作りました。あまり買わなかったし、食べ物も高すぎたので、セブンイレブンをたくさん食べました。豆腐やキムチを食べることもありました。味噌汁だけの時もあります。Airbnbで4人の男。それ以上に良くなることはありません。よろしくお願ひします。









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30分毎 / 200円

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60分毎 / 100円

夜間最大
(22:00-8:00)

ナビパークコールセンター
0120-228-143

駐車場番号 N0343B

IN

EXIT

ナビパーク夏島平第3駐車場



Nepenthe

It is the normal routine that has held me from naturally discovering the world in which the hour does strike.

The sun calls me from these walls that I gladly enter and exit but only here it is the night. There is plenty of sleep, a sleep I greatly find solace within, for my mind often breaks into anxiety and fear when the sun is unable to hide it.

For days in this new apartment I have yet a need to break the patterns. I eat a British breakfast on a wooden hobbled legged stool; 8 o'clock sharp. I work away at my novel until lunch and even at lunch I sit at the same table. After my fingers write the last words, I obtain the inevitable spam letter from the mailbox and if required visit the grocery on the almost tiring hill for additional substance. It's a rather simple life but one I can afford and one that does not strain the horrors of my past.

Yet, like all humans, I had found myself captivated by an advertisement in the local garbage they print on countless lost trees and shoved into mailboxes plenty. The words spoke, *"Order your groceries online - free this week!"*

In my old age I find the internet rather tiresome, with it's constant risk of identity fraud and bank theft, that I don't bother with such advancements. If it wasn't for a stumble down that ever growing hill, I wouldn't have given it a second thought; The words *"delivered in 1 hour or less"* in bright yellow print that convinced me otherwise.

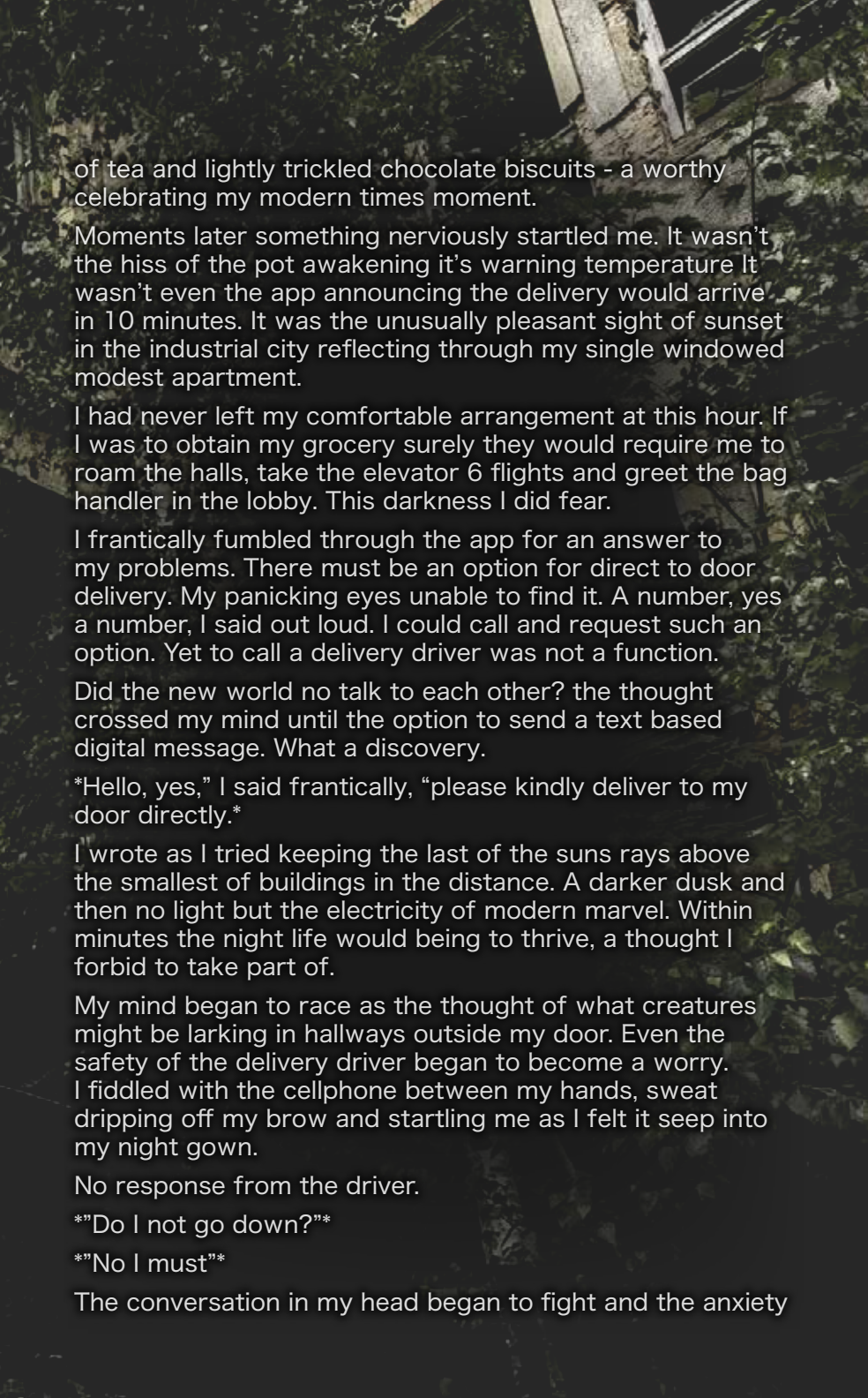
Within 15 minutes I had downloaded the application, clumsily navigated through the shopping list on my glass screen -- cheese, ginger ale, potatoes, a 1 gallon jug of water -- and tapped and tapped until I decided not to torture one with the task of carrying so many items.

I went for my wallet, cross referenced the bill and decided I had enough even for a tip.

Pay on arrival, I tapped and closed the app.

"This is such a great idea," I laughed in a voice as if I wanted my neighbors to hear how brilliant their usually quiet neighbor was doing.

What does one do with an hour, I thought as I sat staring out the evening sky unaware of the time. A boiling cup



of tea and lightly trickled chocolate biscuits - a worthy celebrating my modern times moment.

Moments later something nervously startled me. It wasn't the hiss of the pot awakening it's warning temperature It wasn't even the app announcing the delivery would arrive in 10 minutes. It was the unusually pleasant sight of sunset in the industrial city reflecting through my single windowed modest apartment.

I had never left my comfortable arrangement at this hour. If I was to obtain my grocery surely they would require me to roam the halls, take the elevator 6 flights and greet the bag handler in the lobby. This darkness I did fear.

I frantically fumbled through the app for an answer to my problems. There must be an option for direct to door delivery. My panicking eyes unable to find it. A number, yes a number, I said out loud. I could call and request such an option. Yet to call a delivery driver was not a function.

Did the new world no talk to each other? the thought crossed my mind until the option to send a text based digital message. What a discovery.

Hello, yes," I said frantically, "please kindly deliver to my door directly.

I wrote as I tried keeping the last of the suns rays above the smallest of buildings in the distance. A darker dusk and then no light but the electricity of modern marvel. Within minutes the night life would being to thrive, a thought I forbid to take part of.

My mind began to race as the thought of what creatures might be larking in hallways outside my door. Even the safety of the delivery driver began to become a worry. I fiddled with the cellphone between my hands, sweat dripping off my brow and startling me as I felt it seep into my night gown.

No response from the driver.

"Do I not go down?"

"No I must"

The conversation in my head began to fight and the anxiety

of the situation shot white dots in my vision and the caffeine from my tea was exacerbating it further.

"Relax old chap, you use to live the night life in your youth," I said patting a handkerchief across my streaming forehead.

"Yes, but that was before that unspeakable twilight," it responded.

"Must we relive that memory tonight of all nights?" I pleaded.

"What if we just..." I said out loud speaking for the first time since first making the order.

I jumped out of the old wood chair, nearly tipping it in the action, and raced to the green tiled bathroom in the northern most part of the gray walled apartment.

Ripping through dark brown drawers, I tossed old ointments, pill bottles and rusty razor clips about in search of a small vile I had kept for over ten years.

Prying the cap from the old prescribed container, I took a quick gulp of the wretched yellow liquid and sighed as the effects began to wash over my sweaty palms and over fraught mind. A frightful grin extended across my face as the baggage of my mind began to dissipated and whiteness replaced it's crowded mental room.

Then the phone began to vibrate, a call from the driver I presumed. No one else had the number. The teenager on the other side announced their arrival and suggested we meet in the lobby as it was against protocol to retreat into buildings for complex style deliveries. I graciously agreed without hesitation nor with a feint memory the past hour.

I exited my living quarters sanctuary and entered an orange hallway and followed the syncopated blinks of a green neon exit sign towards a pair of stairs and a single 1980s made elevator.

As I released the call of the elevator button, an additional vivid color expelled from the buttons outline in blue hues pulsating. This was a common side effect of the vile, although in that moment I neither cared nor wondered about the effect. The entire landscape around me brought immense and profound stillness to my life. A feeling I had thought I dismissed since that nightmare of a night, so long

ago.

Inside I roared through six floors, a beep at every passing until I reached the stable ground floor in which a blond hair teenager in black with red shoelaces stood impatiently with five "Thank you come again" plastic bags full of wants and needs purely of my own choosing.

"These yours?" he wondered rolling his eyes at my appearance.

Hunched over and weak, I croaked a soft yes and it was apparent in his eyes he already knew my next request.

"Fine, I'll help take these up but you'll need to give me a good tip over it," he continued already entering the elevator in which I stood.

Although my mind was clearer and more alive than ever, my body wasn't catching up as quickly. I tried to engage in small talk as the familiar beeping danced with my loud gasping for air between words but it didn't matter, the child didn't care.

I took him down the orange concrete hallway until we reached the gold 240 numbered door of similar orange reflection and fumbled with my sparse keys to unlock.

"Would you mind placing the bags on the counter?" I suggested as I slid the bronze device into the equally bronze lock. He walked in and I slowly closed the door behind.

Free from the pain. Free from the worries of being caught. Free from any self-conscious repercussions.

I slid the deadbolt shut.

The vivid white florescent quickly replaced my dreaming state and red was all I could remember. or at least it's the color that has stayed with me.

Even though I was at peace in the routine of my apartment life. I have found Saint Mary Hospital in Dover, Maryland of the same degree. The state government has found me unstable and unsafe. but the safety of society does not interest me when the nepenthe of government care provides the pills, the night I no longer dread.

-- Jack Drycrafte // @drycrafte

Aug 3th, 2021



One of the worst aspects of Covid has been losing touch with most of my friends. For some reason all of us have taken to retreat instead of finding each other online. I wonder if this is because now we all live in separate places or because I wasn't really one of the "in-people" and they weren't really my friends at all. I used to play MTG just about every week, maybe even 3 times, as much as I could. I was probably one of the worst or at least one of the least caring players, I just

liked hanging out. Some of these guys have gone to GPs and won fantastic prizes... I'm still trying to learn the cards of the latest core-set. There's something in Magic that I love but I'm not in love with it enough to study it. I know most of the good cards, the cards that should be in every EDH deck, but outside of the last 5 years or so, I haven't memorize every card. Probably another reason I'm on the outskirts of this friend group. Regardless, I love the mental satisfaction of playing the game. I miss the FNMs or the random gatherings. I can't wait until I can find a new group and spend ungodly amount of money on paper cards again. But most of all, I miss hanging out with these guys.







Shibuya Station

渋谷駅



下北沢 明大前 永福町
久我山 吉祥寺 方面
For Shimizu-Mae Midoriko
Hisakuni Yashiro Kichijoji

2



KEIO

1997年(平成9年)12月28日:渋谷駅
改良工事完成に伴い0.1km短縮。

Star Tour Agencies

S P O R T 3 0 0 0 & waterfront dining

My introduction to Vaporwave was Vektroid's "Neo Cali" back in 2017, but I wouldn't fall for the genre until two years later when I discovered SPORT 3000 and waterfront dining, thanks to S3K's "d i l a t e" (Produced by wd) and then waterfront dining's "Drown." Since then, S3K's Cool Synth-and-Drum-Heavy flavor of Late Night Lo-Fi and wd's romantic Plunderphonic Hypnagogic Pop have been staples on my iPod. So when the two released a split album on cassette, "Star Tour Agencies," I grabbed it instantly.

I have a huge collection of split albums, and generally I find the best of them either have at least one of the artists try to match the other's style ("Relay," S3K's split album with Diskette Park, is a good example) or the artist's styles are not that different while still being very identifiable. (Any split album with S.a.x.) S3K and wd's styles, however, are very different, clashing even. So "Star Tour Agencies" working as well as it does is fairly impressive, though this is not perfect.

In an effort to match S3K's style, waterfront dining's samples here

are heavy on beats and light on dreamy lyrics, more so than their usual output; their most traditional song is "looking for magic," while "rocket.wav" honestly sounds like a less-produced S P O R T 3 0 0 0 song, just pounding drums and synths. S3K's half isn't that different, with the exception of "u p a n d d o w n," which is rather warm and romantic-sounding. S3K's half is slightly warmer in tone than their normal stuff, while wd's half is colder. In particular, the last track, wd's "creature," is a strangely cold song that sounds like it came from a different album. It's not the best finisher.

Despite these oddities, I still like "Star Tour Agencies," and it'll probably grow on me more as time goes on. For S P O R T 3 0 0 0 and waterfront dining's first attempt at a split album, this is still really good.

Review by:

Jay Wallace // @jaywallace1





MASA - SO28B100

"A contemporary interpretation of iconic watch designs from the first Swatch collection ever, using innovative bio-sourced materials and technologies. We're reloading our origins and bio-lutionazing them. This is not a move of today; it's a journey since 1983, because innovation comes with time - and time is what you make of it."



Mozart
モーツァルト

W.A.モーツァルト

SLOW STRING QUARTETS IN G MAJOR, K.387.
PITCHSHIFTED IN C MAJOR, K465; IN B-FLAT MAJOR.
("HUNT"). PITCHED AND SCREWED. PURE VIRTUAL.

CUARTETOS DE CUERDAS LENTAS EN SOL MAYOR, K.387.
PITCHSHIFTED IN C MAJOR, K465; EN B-PISO MAYOR.
("CAZAR"). PITCHED Y ATORNILLADO. PURO VIRTUAL.

ト長調の弦楽四重奏曲、K.387。
ハ長調、K465でピッチシフト; 変ロ長調。(*ハント)。ピッチングと
ネジ止め。純粋な仮想。

COMPOSED BY SOME OF THE GREATEST MINDS
OF THE UNDERGROUND GENERATION.



MTHU-XX

Symphony No. 1 in E♭ major, K. 16 (1764)

Symphony No. 2 in B♭ major, K. 17 (spurious, attributed to Leopold Mozart) (1765?)

Symphony No. 3 in E♭ major, K. 18 (spurious, written by Carl Friedrich Abel) (1767?)

Sinfonía n.º 1 en mi♭ mayor, KV 16 (1764)

Sinfonía n.º 2 en si♭ mayor, KV 17/Anh. C11.02 (sinfonía espuria, atribuida a Leopold Mozart)

Sinfonía n.º 3 en mi♭ mayor, KV 18/Anh. A51 (sinfonía espuria, compuesta por Carl Friedrich Abel)

交響曲 イ短調 K. 16『オーデンセ』(1765? 1983年にデンマークのオーデンセで再発見。偽作説が有力)

交響曲第2番 変ロ長調 K. 17(AnhC 11.02) (偽作。オーケストレーション未完成。レオポルト・モーツァルトの作品説あり)

交響曲第3番 変ホ長調 K. 18(AnhA 51) (偽作。KFアーベルの作品)





SUPER

I hate to admit it but in 2021 put in over 150 hours into Skyrim, beat BOTW and ended up with a larger than expected Switch collection but then mid-2021 came around and I want to write more, and then my Fiancé moved in and slowly but surely I packed my Switch away... that was until one day I got tagged by a fan of Visual Signals and found out that they're a successful game developer. We started talking in the DMs, talked about an interview and he immediately responds, "How about you play the game, then send me some Qs. Sound good?"

So I took his free download code, rushed to my closet, pressed the power button... and then had to wait a half hour for the Switch to charge. But then I booted up my Switch, went to the Nintendo Store to claim my code... and I had to wait another 30 minutes to update my Switch firmware and download the game. I wanted this interview bad so the second the game was finally installed, I sat down and play from start to finish in one go. My mind was blown as I watched the end credits roll.

I had to get my thoughts and questions together ASAP, my mind was spinning with excitement. Interviewing Christopher Floyd // @cfloydtweets was the cherry on top of the delicious ice cream that is known as Superliminal.

CRIMINAL



1. First off, it was an incredible game, I beat it in about 2 hours, I really couldn't keep my eyes off my switch. I loved every moment of figuring out what to do next. So I just want to say congrats on capitalizing on a mechanic and delivering it into a constantly captivating series of puzzles.

Thanks! We worked super hard on it, and on trying to deliver that kind of evolving experience.

2. I came into this trying to find parallels in the Vaporwave genre just because that's how we met. So, that commercial in the beginning, big Signalwave vibes, did you guys film that or was that stock video?

I believe it is mostly stock footage, interspersed, of course, with custom graphic work. It was made by Ryan Seville.

3. Speaking of music, the soundtrack was perfect. In a lot of ways the piano tracks composed by Matt Christensen were reminiscent of empty spaces heard in Mallsoft. Was that intentional?

I don't believe so! Matt's main goals were to evoke the jazz works of Bill Evans, and then to gradually slide from that towards the more electronic/ethereal sounds of the later stages of the game.

One of my favorite pieces is the pause menu music. It's so gentle and relaxing.



4. I read that initially a bunch of the original developers were students from the Entertainment Technology Center (ETC) at Carnegie Mellon University, how did you get involved? I know your title was executive producer and designer but how did you meet Albert Shih and what was your role in developing the game?

Yeah, the project started at CMU, when Albert was studying there. I run a coworking office for game developers here in Seattle, Indies Workshop. One of my friends and coworkers, Logan Fieth, started working with Albert. When Albert moved up here from San Francisco, we got to know each other, and after a year or so, I joined the project as they needed some expertise in finishing and releasing it. I then co-ran the business side of things with Albert, such as dealing with platforms and things like that.



Albert Shih of Pillow Castle

We were a very small team, only around six, so everyone was kind of doing a little bit of everything. My principal focus was working closely with Albert to define the project goals, and then to

hire and direct the team towards achieving those goals. On the creative side, I came up with the early drafts of the game's story, and the order of the levels, and I did some very light work on the puzzles.

Thanks to my music background, I was able to help act as a bridge between Albert and Matt while they discussed how the game should sound. I occasionally composed little proto-pieces to send to Matt, which he could use as a sort of reference for the more electronic pieces he was composing.

5. The effect of leaving the facility into the open world and seeing the sky for the first time was such a cool effect. This is when I started thinking, how else are they going to push this world twisting effect on my brain. Even the exit door sticking to the fancy room pillar was brilliant and such a small but powerful effect. What was the process like coming up with how objects were going to either interact or subtract from the world?

The process was essentially an endless series of hours-long conversations over the course of literally years, concerning ways we could set expectations and subsequently subvert them in ways which would feel fun and exciting for the player, without feeling unfair or random, if that makes sense.

The intended effect was that every time you entered a room, you would be wondering what was going to happen, and when that thing happened, you would be delighted.



6. Can you confirm or deny was Dr Glenn Pierce passing the messages along via cassettes? The random boom boxes throughout the game made me think I was going to find a box of discarded cassettes at some point.

I can neither confirm nor deny anything about the mystery of Dr Glenn Pierce.

7. related to question 6, and if the answer wasn't cassette inspired, any chance the OST will get a cassette release?

I would love to do something like that. It is currently available digitally, but we'd love to investigate a physical release at some point.

8. For those who haven't had a chance to try out the game, what's one moment in the game that everyone needs to experience themselves that makes Superliminal shine more than just being another indie game?

Hmmm, I have a favorite moment but it requires prior knowledge of earlier parts of the game, so it doesn't really fit the question. I would say the moment that you enter the Moon room is pretty special. More generally, the first time you interact with the object-resizing is pretty magical.

9. One side of indie projects I always fail miserably at is the marketing. What did you guys do differently that got press writing about you and not getting lost in the shuffle of other indie games?

Honestly, I think it was a combination of having a very unique project, having some industry friends who liked what we were doing, and being incredibly lucky. The day we launched, gifs of the game and articles/reviews were 9 of the 10 front-page posts on Reddit, and that was a jaw-dropping moment...

Since launch, we have worked hard to regularly provide free updates for the game. We hope that people enjoy those updates, and that it gives people confidence that they are buying something that is a labor of love.

10. You mentioned on Twitter the track "nex 2 me" was inspired by our zine, what did you mean behind that and does that mean you have some secret Vaporwave project out there?



Making music has been my creative-vacation for the past year. Yeah! I picked up the issues of Visual Signals months ago, and reading them was something really special. I found it so inspiring, and it was heart-warming to see something created purely out of love for a particular subculture.

I was going through Issue 4 last week, and it got me started on thinking about some musical ideas, and nex 2 me was born straight from those ideas. I'm hoping to collect these pieces into an album release later this year. I had made plans to do something similar in 2020, but the pandemic made that too difficult, especially as working on the console and Steam releases for Superliminal became more difficult as a result of remote working. Coordination is difficult when everyone's exhausted and burned out!



Scan to listen

11. Outside of Superliminal, what other projects are you working on? What's the future looking like?

I've spent pretty much the last year or so really delving back into music, both listening and composing. It has been really creatively satisfying to throw myself head-first into something I love doing, without having to worry about how to make a living from it.

On the game side, I'm working on some prototypes, but nothing is set in stone just yet. We're all still largely recovering from releasing Superliminal.

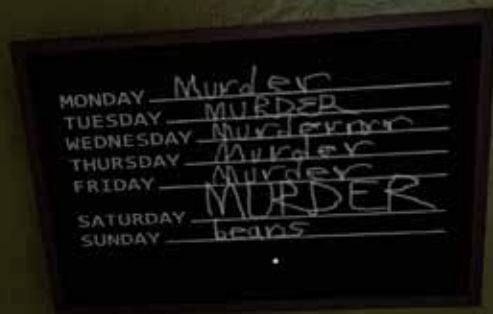
Well I appreciate getting to know more about the game and your history but I have a bunch of questions about gameplay. I suppose there's slight spoilers in this, so if you haven't beat the game, go play it, takes 2-3 hours and come back. I'm sure we'll answer some curious thoughts that came along the way.



Gameplay Q/A:

1. I took a screenshot of just about every whiteboard in the game. I have a feeling there has to be some hidden lore inside. Is there something more to the game people have yet to discover or are actively trying to figure out but the cult following hasn't put the bigger puzzle together?

The game is packed to the gills with weird and wonderful surprises, many of which have yet to be discovered! That's the kind of thing that was important to us from the start; to make something which will reward you digging very deep into it.



2. I found a blackboard in one of the dead-end hallways that had the days of the week all saying MURDER but beans on Sunday. Then I found beans in the kitchen at some point. Is that an insider joke within Pillow Castle?

That sign is perhaps the funniest thing in the game. Every time I watch people playing the game on Twitch or YouTube, they love that sign. It's comedy gold. The beans in the kitchen are a throwback to that sign.

3. It felt like at various parts of the game things were heading to a horror game but then turned into a "glitching program". The paint can got me for sure. Was there a different plot you guys had in mind before ending it the way it did?

I think we worked on something like 21 different possible story/narrative plot lines. The spookiest level, which comes quite early in the game, was intended not only to be tense and fun, but to keep the player questioning what kind of game they were even playing. The first three levels are intentionally quite varied in their appearance and interactions for that reason.

4. How much hate does Pillow Castle get for the red apple / fan room? It was the only part in the game I had to look up.

Ha! I think it's #2 for the most painful puzzle in the game. There is an incredibly silly and easy way to solve it, which few discover. Look near the exit...

** Side note from KITE0080, I went back and spent probably another half an hour trying to mess with that level. I thought maybe it had to do with the jumping fire alarm, I already know the Apple trick, I can't imagine it's force spawning. It's probably so silly my IQ would drop once I learned it so I'm just going to let it go. Returning back to the game, I kind of wish every room had alternative solve states, it would be a great replayability.*

5. The theater room was one of the few rooms I could have spent more time in. What was the cloud footage from? There were a lot of clouds in the game, I guess that's a throwback to dream states but what was the huge theater room?

I love that room, too! There's a sign before you enter, that names it as the Relaxation Room. I don't think a room has ever been more appropriately named. I think we just found the footage somewhere, I can't remember exactly. The cloud imagery is our 'bluebird of happiness', I suppose.



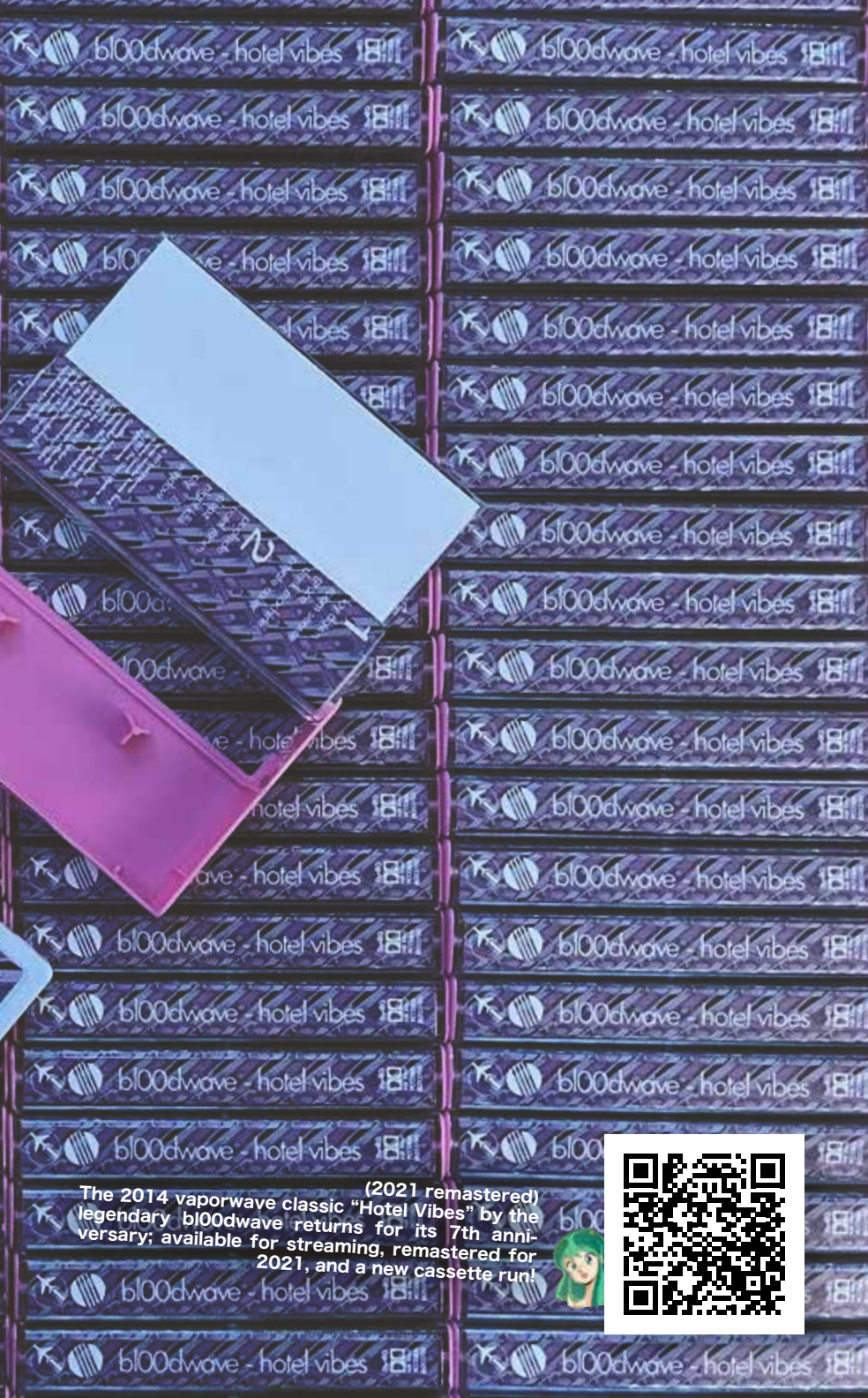
6. This was the first time I've ever played a game and knew the name of someone in the credits (you). How does it feel knowing you accomplished something people often dream of accomplishing? I suppose that's ultimately the point of the game eh?

Wow, thanks! It feels pretty good, I guess? Anyone making anything creative knows how painful it is to finish, and while it's rewarding to get attention and a positive reception, you still spend so much time thinking 'oh, we should have done this thing or that thing'. Of course, you have to come to terms with it, and make peace with that.

I hope, if anything, that it can be inspiring to others. A personal goal of mine is to create meaningful things for people. There isn't anything like Superliminal that existed before, and if it inspires even just one person to make something new, I consider that to be a success.

You can find Superliminal on Nintendo Switch, Windows, macOS, Linux, Xbox One & PlayStation 4 today~





The 2014 vaporwave classic "Hotel Vibes" by the legendary bl00dwave returns for its 7th anniversary; available for streaming, remastered for 2021, and a new cassette run!





TIDE-012

temptress
極低溫子守唄

A series of sounds and experiences, played while you're slipping into hyperspace.

These ease your journey through the cosmos in cryostasis.

AUGUST 22 2021
DREAMSPHERE





Groove Remote - Summer 2021
timeシェア94 - never gonna give you up
Desired - Dont Stop
Tupperwave - No One Does It Better
Saint Pepsi - Better
Waterfront dining - Our Night
Saint Pepsi - Sea Tea
Dan Mason - Summer Melody
MACKJUNT. - Pacific Breeze
Donor Lens - Freedom of Choice
Luxury Elite - S.W.A.K.

Photography Credit: Andres Núñez



Photography Credit: Luis Rodriguez



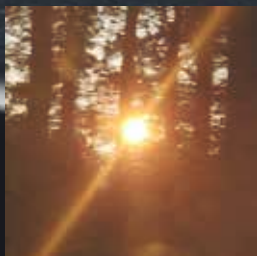


drink元气森林碳酸水water

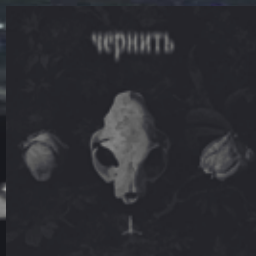
TUNE IN TO THESE SIGNALS



气象报告
by CCTV-1



Discography
2019 - 2020
by 秋



чернить
by
citadel 寒い世界
citadel 寒い世界



NOVINIYO' 12' 01
NOVINIYO' 12' 01
by
TELEKANAL SVOBODA
TELEKANAL SVOBODA



素晴らしい建物
by 平和



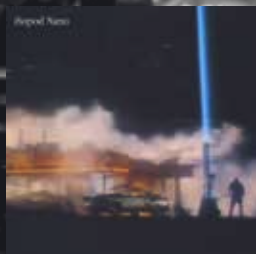
收集
by photography



WE ARE HAVING TECHNICAL DIFFICULTIES
by Citytv



测试
by 卫星广播



Desolation Online™
by IsoPod Nano

Local Area

Signalwave

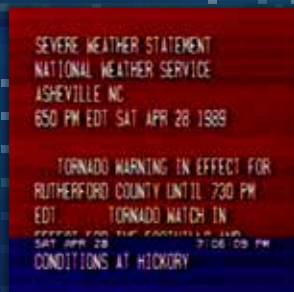
By TV2 // @crtsignals

If you're a reader of this zine you're probably familiar with all the major names of Signalwave at this point. Sport3000, 天気予報 and 空氣系 (among others) are household names for any fan of the genre by now, and for good reason. But personally, some of my all time favourite Signalwave and Climatewave releases are those made by complete randoms - from all over the world - about their part of the world. Folks who simply want to convey an authentic piece of their country or region's local broadcasting in a musical format.

I think one of the most beautiful things about this little genre of ours is that really, anyone can make it. If you have a nice assortment of samples, a nostalgic screenshot and some basic know-how of audio editing software, your album is already half way done.

Here are some of my favourite Signalwave releases about the 'artists' (assumed) home countries' local TV or weather forecasts. All of these are debut albums from artists with a limited discography. Insinuate from this what you will but I personally find this to only further authenticate the idea that these are average people who simply wanted to present a piece of their local broadcasting culture through a Signalwave alias.

Conditions at Hickory, by Dreamweather



American Climatewave is an area of vaporwave that - as Signalwave listeners - I'm sure we're all familiar with at this point. The jazzy Weather Channel loops are milked pretty dry by now and that can be limiting to artists with a personal attachment to American Weather broadcasting outside of such samples. But Conditions at Hickory will utterly warp your perception of what American Climatewave can be. The album starts out pretty calm. We're presented with relaxing bit-crushed jazz BGM that seems not too dissimilar to samples heard on albums like Narvon Nights. Gradually though, the album becomes more and more unsettling. You feel like it's trying to warn you about something, but you can't tell what. The

progressively glitchy audio, beeping sounds assumed to be Tornado warnings and Storm updates just tell you there's danger.

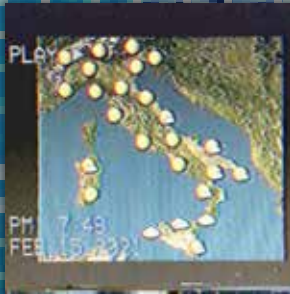
A fact that went completely over my head on initial discovery, Conditions at Hickory is actually about the May 1989 Tornado outbreak that caused 7 deaths and \$169 million dollars in damage. Dream weather said the following about the release on their twitter:

"Conditions for Hickory is not for everyone. It was created to vent out some personal weather-related fears. You can probably pick up on what it is after listening. I hope those who haven't experienced such extreme weather take away something from this release. Weather is too unpredictable to not take seriously. Don't ignore the warning signs. Keep yourself and your loved ones safe."

A harrowing reminder to everyone, wherever you may live, about the unpredictability and danger that weather can bestow upon us.

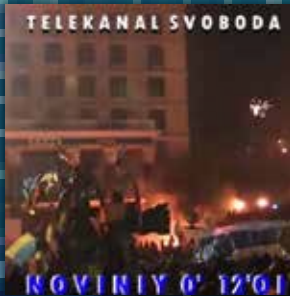
I hope at least some of you found some enjoyable music with this article and enjoyed my thoughts on these albums. If you feel compelled to make some Local Signalwave of your own, please do not hesitate to send it my way. I'm always on the lookout for new signalwave, especially with these qualities!

METEO 24, by TELE + 1



METEO 24 is a short trip through an Italian Weather station, and boy is it funky. The clean, crisp production style of Tele + 1 is always something I've both admired and found unique, as it almost seems contradictory to the idea of Signalwave and the production/distortion process artists such as myself go through. But when you hear these hard hitting Italian weather beats surround your ears you can't help but feel like you're really there, in a Sicilian apartment on a hot summer's day, watching the weather report to see if these blistering mediterranean temperatures will ever end. It speaks to both the production skills of the artist and their ability to present soundscapes to us through a unique and almost modern production style of Signalwave. Personal highlights of the album include temperature and intervallo.

NOVINIYO' 12' OI (SIDE A), by TELEKANAL SVOBODA



Released just under a month ago as of writing this, NOVINIYO' 12' OI or "NEWSPAPER 12" is an incredibly interesting and eerie piece of Broken transmission that never fails to send shivers down my spine. The album is about the 2014 Ukrainian revolution, a historical event I was not familiar with until the discovery of this album. Including mostly what I assume to be News broadcasts, harsh radio static, Footage from the events and various Ukrainian traditional music, this is an extremely sobering listening experience, one that will immerse you in a way that can only be achieved through signalwave. Whether it's the chanting, the angry and worried distorted voice clips throughout the album or the

random breaking in and out of transmission, something tells you you're not supposed to be listening to it. I hope we get to see Side B sometime soon.

ANTENA, by INFOSAT



My personal Favourite of this list, ANTENA by INFO-SAT is a classic piece of polish signalwave that went completely under the radar due to it being free download for a while.

A beautiful collection of slow, calming and sometimes depressing loops from Polish TV. This is an album I hold very close to me due to its ability to calm me down in any emotional state I find myself in. The way it slowly floats along with a slight reverb truly puts me in a place and makes me feel at home there. Wherever I listen to this album, I feel like I am floating across Poland on a cloudy day, looking at all the houses down below as people go about their everyday lives. It's hard to put into words exactly how this

album makes me feel but it's almost like prescription medicine for me now. I'm never not in the mood to listen to it and it's the main music I go to whenever I feel upset in some way. This is my go to comfort album and my favourite release of 2021 so far. I hope you give it a chance and find in it what I do...

Books Worth Exploring...



Trout Fishing in America

By Richard Brautigan

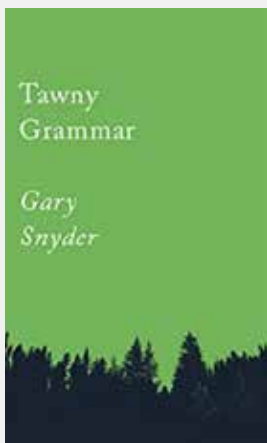
One of the first books I read when I moved to San Francisco. It's a quick read about various experiences and how they relate to this idea of "Trout Fishing in America."

Is it fictional or is it real events Richard heard or experienced? It's up for debate but every short story or tales feels too vivid to be made up. So what is it really about?

I think the easiest way to describe it is; think of any truly american experience you had in your life, throw in some twists and turns, irony and a bit of seriousness and then end the story with "now that's america." It's a feeling and possibly a way of thinking.

"I remember mistaking an old woman for a trout stream in Vermont, and I had to beg her pardon."

— Richard Brautigan, Trout Fishing in America



Tawny Grammar: Essays

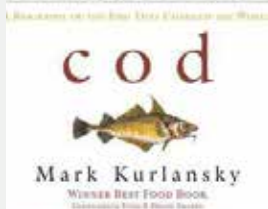
by Gary Snyder

I bought this pocket book on a whim. I was walking around my neighborhood and went into Christophers Books in Potrero Hill, SF and felt awkward in overstaying the typical "I'm just browsing" time period, so found the smallest - cheapest book I could find and read it that night (I'm literally 2 weeks away from moving apartments). I like Gary Snyder so I figured I couldn't go wrong anyways.

The book totally beat all expectations. I'm not normally one to pick up an essay book (this is my first) but I see merit in the non-fiction genre. I liked both essays, neither overstayed their welcome and were quick, witty and thought provoking.

If you have like 1.5-2 hours and you feel like finishing a book in one setting, I totally recommend it. You might end up looking at the preservation of language or the sacredness of land with just a bit more intention. 5/5

Looking for some inspiration outside the Vapor scene? Here are some of the books I'm reading or want to recommend. I'm trying to read 50 books this year, so if you have any recommendations, let me know on twitter @signalsVisuals



Cod: A Biography of the Fish that Changed the World by Mark Kurlansky

This is a wonderful connection to the subject and to its history.

I loved every single moment reading history this way; had I learned American / European history in school like this I might have seen history as approachable and appreciative. Regardless, Mark Kurlansky does an amazing job taking the world's Cod fishing and expands it from the beginning of the earliest records to 1997 (modern times for the book).

I never really thought about the delicate balance of the fishermen and the fish they catch. We always hear about overfishing and side with nature but this one made me think "How do we preserve the history and knowledge of fisherman?" I want to read a book about that next I think, anyone know a good fisherman book?

I saw Mark wrote one on salt, if it's anything like Cod, I am in for a great meal.



Limitations: N1 Galactic Series by JD Riggs

It's a scifi series about a space traveler off to a forbidden planet for work. He gets caught up in a political scandal and causes what might be the end of civilization for all kind.

I wrote this during my first months of covid-19, wrote a second in the series and have been having trouble writing more. It's why this issue of Visual Signals took almost 7 months to releases.

If you dig scifi or even my writing in general, I think you'll love this one too. -- KITE0080



leoht

Born into darkness, I embody the emptiness; dank and alone. Oh so alone.

I had no elder or tender care. I had no substance, only the pain of hunger. A cursed place for a cursed body, a survivor and aimless wanderer.

My mind, dimensionless, relies on the repetitiveness of dripping sludge, my only navigation. Far above, from the touchless rafters, I appreciate its sound. The echos of construction in the never ending distance provides boundaries. Boundaries of the horror, the fear, unknown. Then there is touch. but that is a joyless necessities in this grotesque realm. Comfort was not with these senses -- that was something more subtle, more faint.

I was alone and then it existed. There was no warning, there was no sound. As if it had always been present, the moment it occurred it naturally stayed. Maybe my eyes were always shut until that moment for my void was truly black. but even this I can barely remember for the day the green neon light softly sang, for I saw the universe's first sight.

The benevolent green first brought unspeakable fear. Crawling, no, sloshing in filth I was, when the splash of my left hand emanated a silhouette. Originally, my mind raced at the thought of an attack but as it followed, it became apparent -- this was me. I was, I touched myself in pleasure, piecing together a visible body to a mind I had always carried.

This was no spotlight, nor even an addition to a manifested environment. The green followed from a single angle infinitely above. Such a thin crescent, no wider than the growth of my unkempt fingernails -- it was impeccable to behold.

Oh my fingernails and every bit of dirt, I was; helplessly chalked, grease and grit and layers and layers of foreign obscenity. I became aware of my life of scum. and to those who had never seen my existence; pitiful and grimy, hunched and disfigured, these were kind words.

I became obsessed with purifying my look to dare not embarrass myself. Such a delicate bulb need not be afraid no more.

Always looking, always admiring. Until I learned to sleep, one must close their eyes. How I wish I never closed my heavy eyes.

Eventually the sewage came pouring, ushering in new filth and foreign articles. Bashing and trashing with a fierce determination to that which was holy. I woke to the loss of my only refuge.

I begged and prayed. I sang and washed. I yelled and screamed. I became angered and spiteful. Until all that was left was suffering and agony. Clawing at my eyes to reignite what it had once brought. Not seeing is the sin, a sin I wish I had never been gifted.

Grimy arms with unknown substance, a body yearning for cleaner habits. I crave one more glimpse. one more look. The pain of that green glow -- the pain of me.

A mind and the endless remembrance. tortured.

-- Jack Drycrafte // @drycrafte
Aug 5th, 2021

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Give my Regards to Jack Black Permission

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私たちはロイヤリティを請求することはありません。

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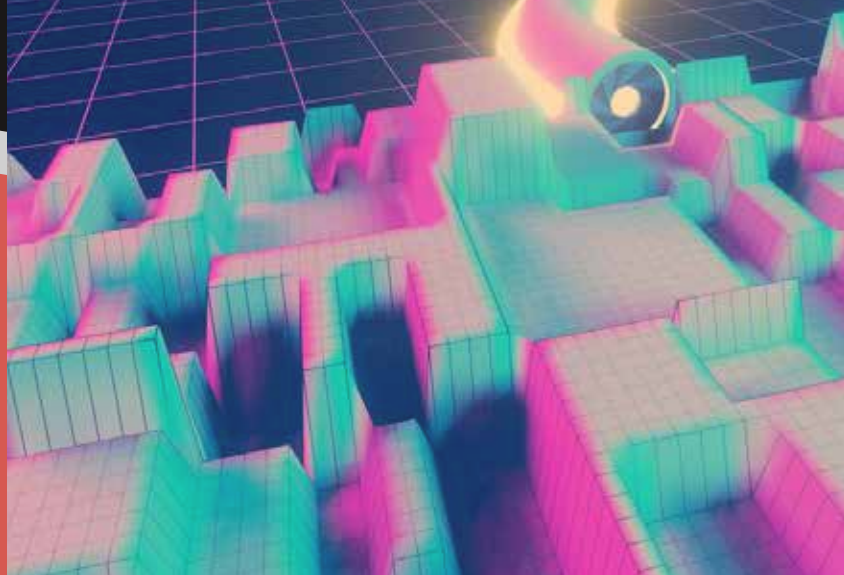




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